BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

DEAD RISING® 2

OFF THE RECORD



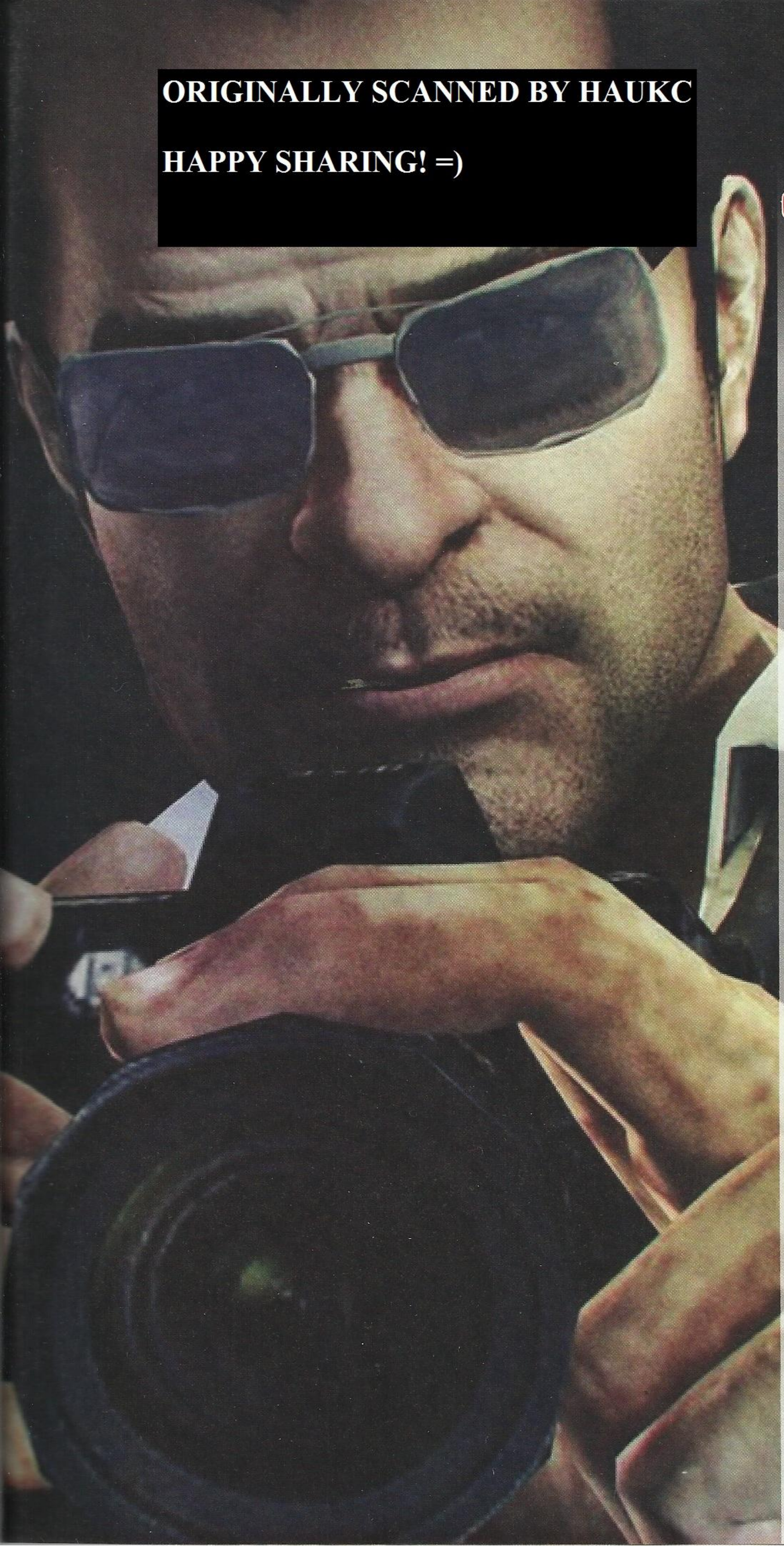
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HAPPY SHARING! =)



DEAD RISING 2

OFF THE RECORD

OFFICIAL STRATEGY GUIDE

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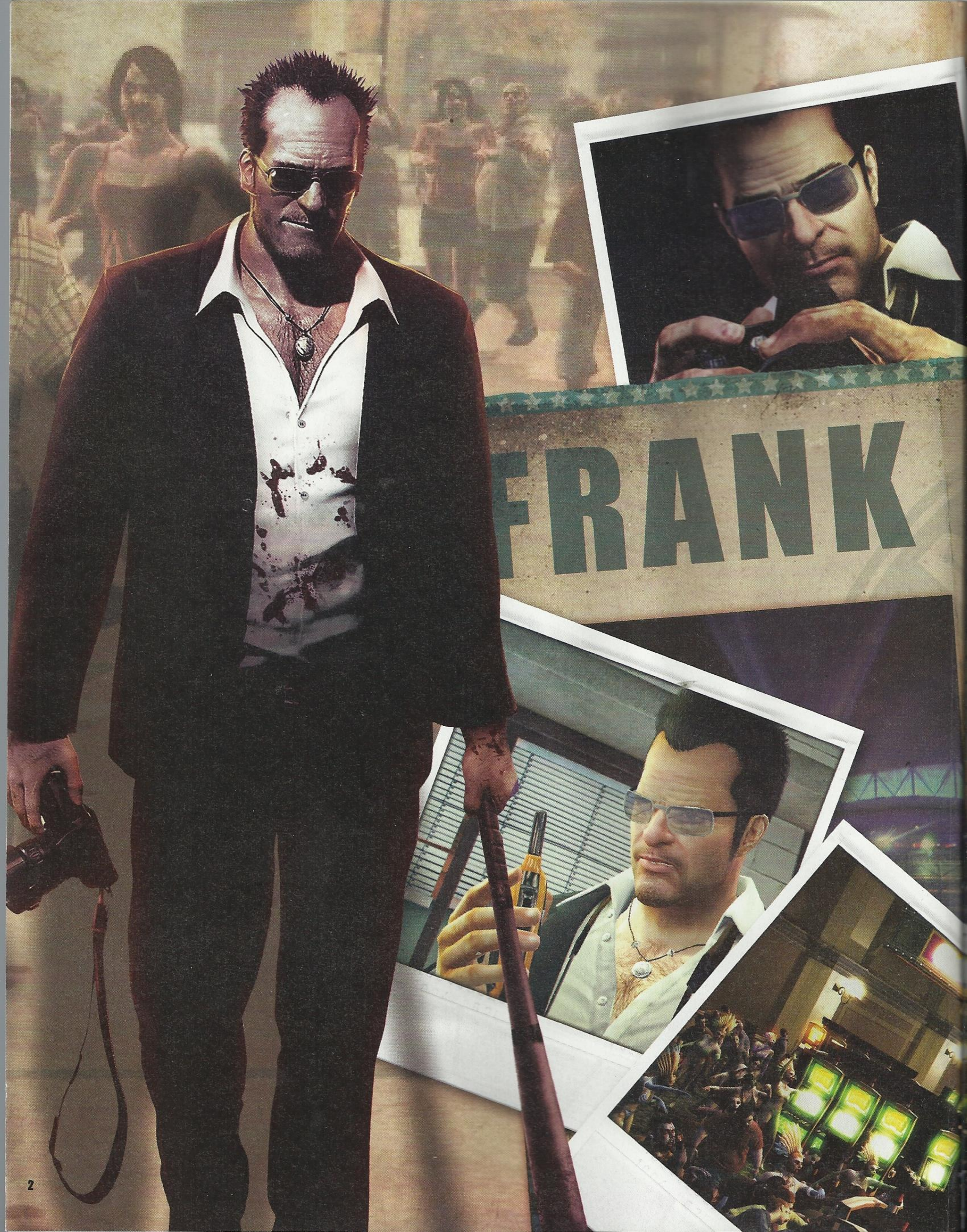
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FRANK



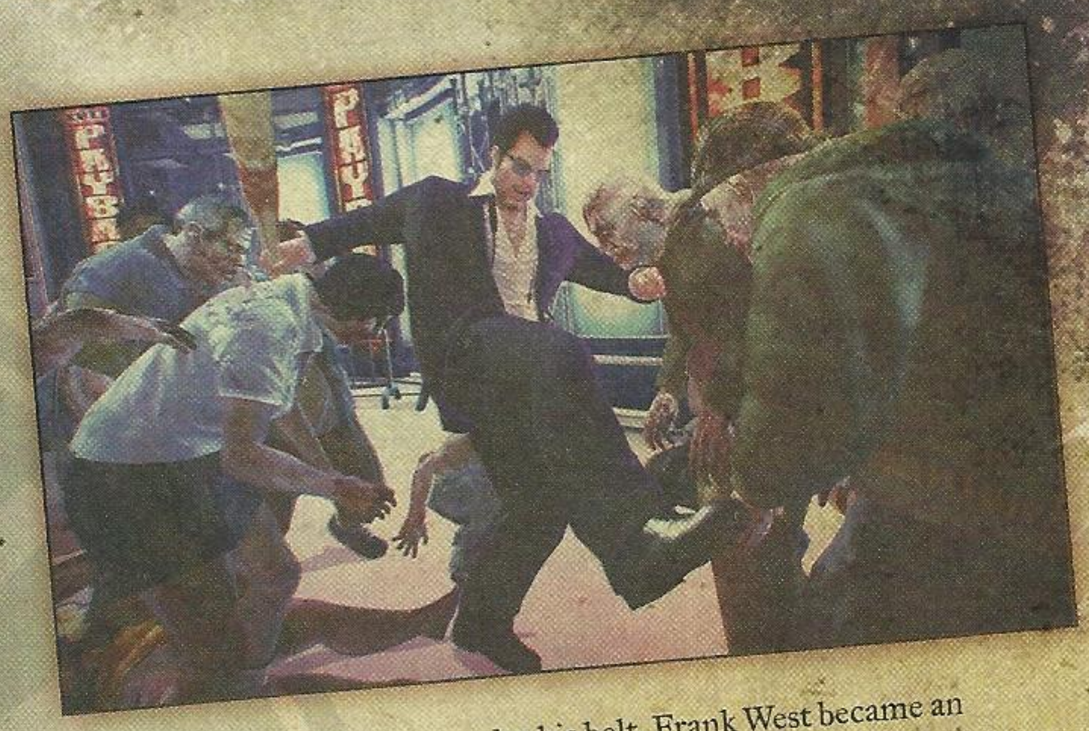
WEST

Frank West was just an adventurous photojournalist looking for a breakthrough story. With rumors of a disturbance befalling the small city of Willamette, Colorado, Frank hired a helicopter to drop him down onto the rooftop of the Willamette Mall. What he discovered was something far more sinister than a mere riot. He had just placed himself in the middle of a full-blown zombie outbreak.

In an adventure that would eventually make him famous, Frank discovered the perpetrator of the outbreak, a vengeful Carlito Keyes, a man with a personal vendetta against the United States government. Disgruntled about an experiment gone wrong in his hometown of Santa Cabeza, Carlito unleashed a similar pestilence on Willamette in the hopes of revealing the government cover-up.

By working in close cooperation with Carlito's sister, Isabela, Frank was able to survive the undead horde, escape the military blockade, and reveal the true story of the Willamette Mall incident. However, he didn't leave unscathed, as Frank departed in an infected state, now requiring regular Zombrex injections to keep from turning into a member of the undead.





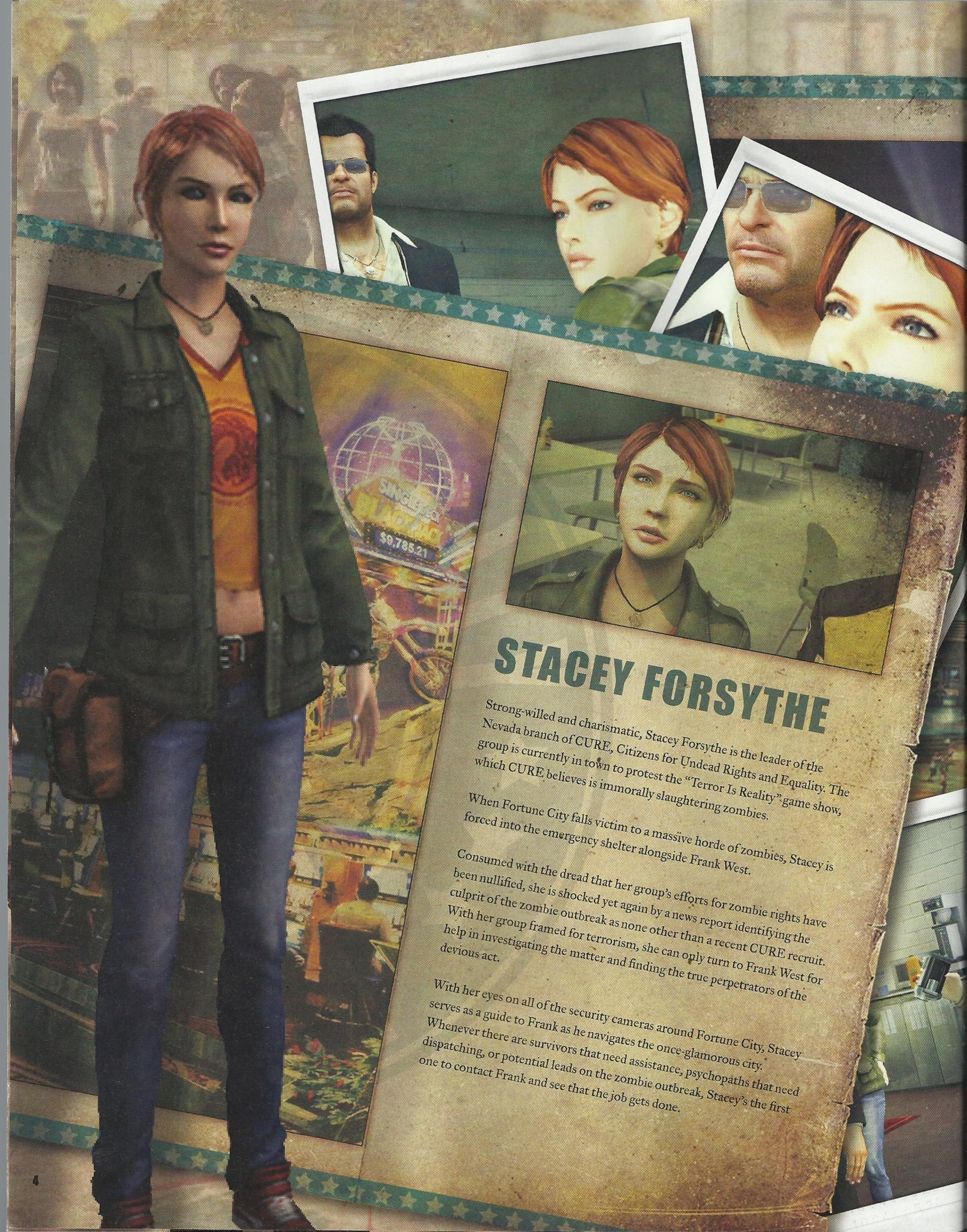
With the story of a lifetime under his belt, Frank West became an instant celebrity throughout the country. He suddenly had everything he dreamed of: fame, money, and girls. Jam-packed book signings and tapings of his new talk show were just daily pit stops for the storied photojournalist.

But the price of celebrity quickly caught up with Frank. He fell into a spiral of scandals that eventually led to the cancellation of his talk show. Embarrassing alcohol-fueled public incidents made him a target for fans and critics alike. With no one to turn to for support, he eventually went bankrupt.

His fifteen minutes of fame all but spent, Frank was reduced to participating as a contestant on the trashy game show "Terror Is Reality." Once the result of a desperate wish to survive the zombie hordes, his slaying skills were now on display in a grotesque and exploitative theater. After the show, Frank could only stare in shame at his night's earnings.

Little does he know that he's about to be thrown, once again, into the middle of a large conspiracy, one that will take him on a trek all across the zombie-infested Fortune City. When the pressure's on and a mystery needs unraveling, there's simply no better man on the job than Frank West.

He's covered wars, you know.



STACEY FORSYTHE

Strong-willed and charismatic, Stacey Forsythe is the leader of the Nevada branch of CURE, Citizens for Undead Rights and Equality. The group is currently in town to protest the "Terror Is Reality" game show, which CURE believes is immorally slaughtering zombies.

When Fortune City falls victim to a massive horde of zombies, Stacey is forced into the emergency shelter alongside Frank West.

Consumed with the dread that her group's efforts for zombie rights have been nullified, she is shocked yet again by a news report identifying the culprit of the zombie outbreak as none other than a recent CURE recruit. With her group framed for terrorism, she can only turn to Frank West for help in investigating the matter and finding the true perpetrators of the devious act.

With her eyes on all of the security cameras around Fortune City, Stacey serves as a guide to Frank as he navigates the once-glamorous city. Whenever there are survivors that need assistance, psychopaths that need dispatching, or potential leads on the zombie outbreak, Stacey's the first one to contact Frank and see that the job gets done.

REBECCA CHANG

Reporting for Channel 6 Action News, Rebecca Chang always has her mind set on the next big scoop. When word gets out that a zombie outbreak has hit Fortune City, Rebecca seizes the opportunity and places herself in the middle of the action. Fearless to the dangers surrounding her every move, she takes up the report where others left to run for their lives.

Frank first encounters Rebecca while watching a news report on the origins of the outbreak. On location at the Fortune City Hotel, she shows exclusive footage of a CURE member destroying a gate and releasing the zombies. Determined to find out what she knows, Frank heads out in search of the daring reporter.

Frank quickly learns that Rebecca is clearly someone who works on her own, going wherever and doing whatever she pleases. She may seem like more trouble than she's worth, but her ability to generate ideas and investigate leads will prove invaluable in Frank's quest to discover the truth.



RAYMOND SULLIVAN

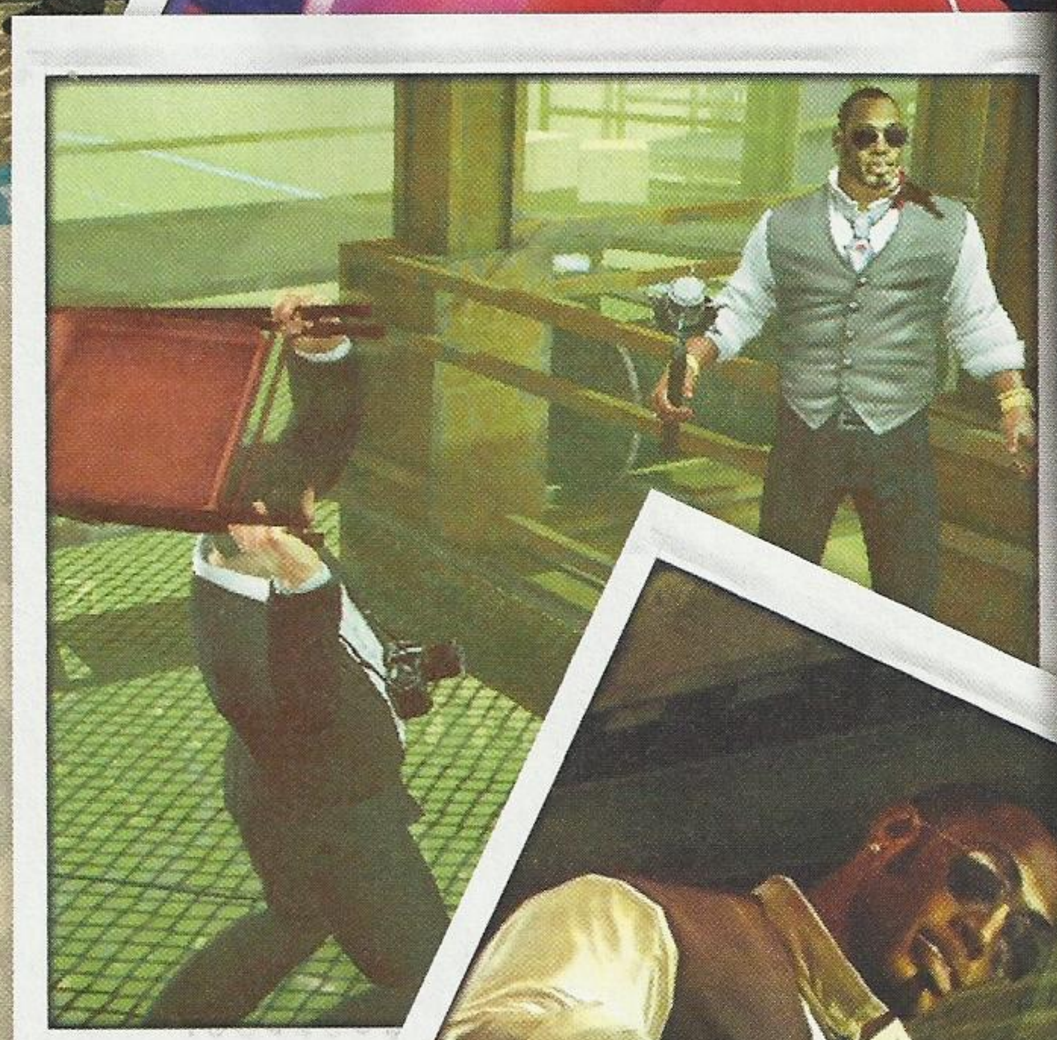
Raymond Sullivan is the security guard in charge of the Fortune City emergency shelter. Initially apprehensive to grant Frank access into the shelter, he begrudgingly accepts his presence on the condition that Frank keeps his Zombrex supply stocked.

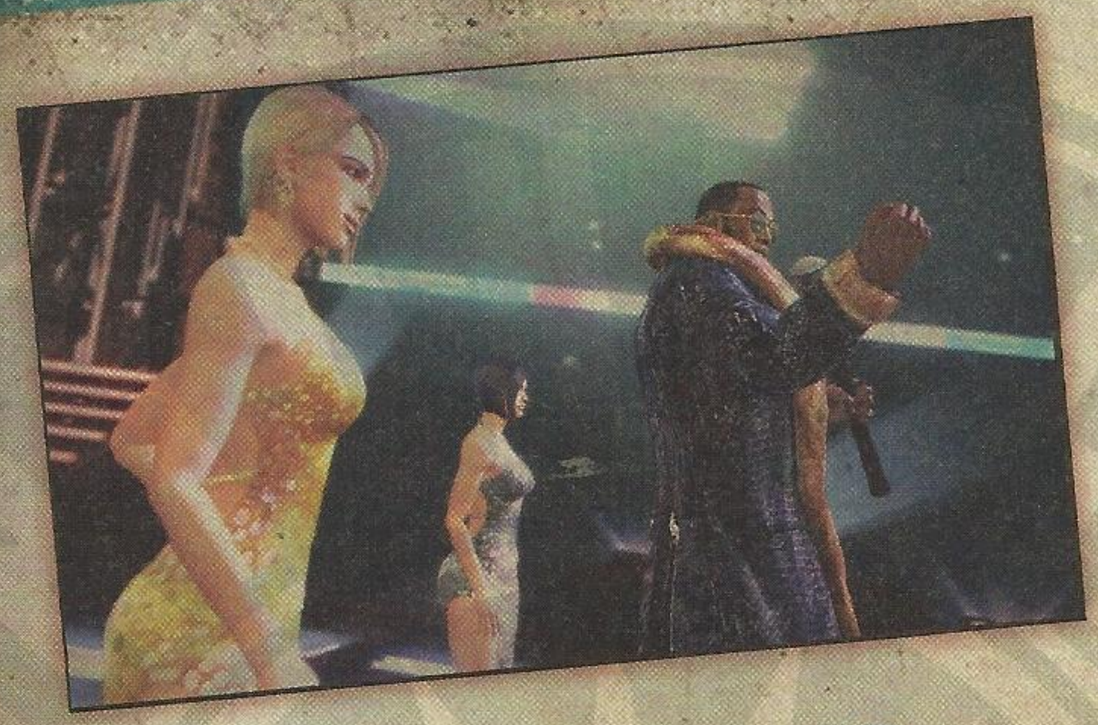
While he is a public servant who wants to save lives, Sullivan is content with staying in the safe house until the military arrives. He warns Frank and Rebecca about the dangers of running around in Fortune City, but curiosity and concern for the remaining survivors keep him from preventing outside access.









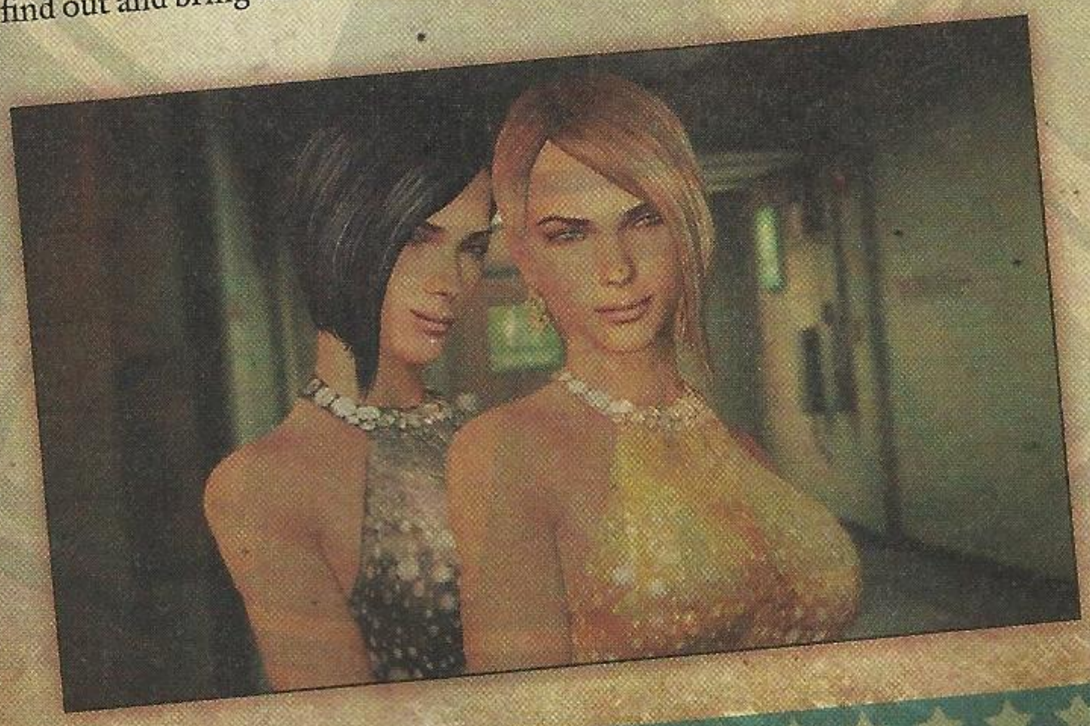


TYRONE "TK" KING

The loudmouth host of the zombie-killing game show "Terror Is Reality," TK focuses squarely on fame and moneymaking. He's not above exploiting zombies and even his own contestants in order to produce a smash television show.

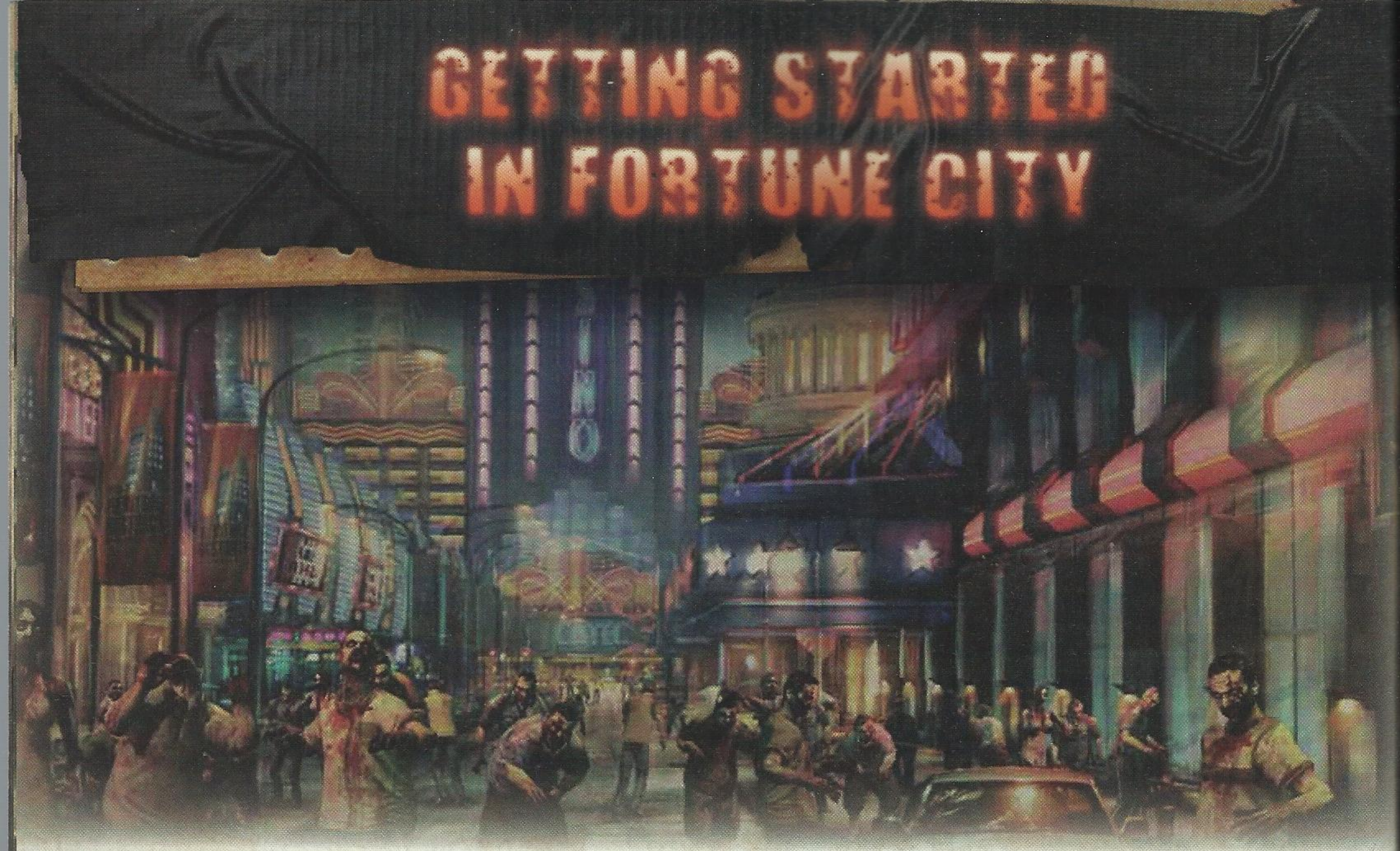
Yet TK's lust for riches drives him ever lower. During an off-chance encounter in a backstage warehouse, Frank spies TK handing over money and an explosive device to a mysterious figure. A little while later, Frank learns that this same man paved the way for the zombie outbreak.

What are TK's true motives behind the outbreak? It's up to Frank West to find out and bring the devious host to justice.





GETTING STARTED IN FORTUNE CITY



TIME MANAGEMENT

Frank's journey in Fortune City is always governed by time. At any given point during the day, there are almost always multiple scoops to investigate. These timed missions appear in Frank's message list, which can be viewed by checking his watch or map. A shrinking bar next to each scoop gives a general sense of the time remaining. If the bar turns yellow or even red, Frank needs to hurry up and investigate!

Scoops involve activities like saving stranded survivors, battling psychopaths, and administering Frank's daily Zombrex doses. It might seem like a lot to manage, but efficient planning and preparation will give you an edge on helping Frank get things done.

Most important to Frank are the Case Files, missions directly related to the mystery of the zombie outbreak. Whenever a Case File appears in his message list, it is important that Frank prioritizes it over all other scoops. Fail to make it to the required locations in time, and Frank loses out on the truth!



UNLISTED SCOOPS

Some scoops are unlisted; appearing only if Frank is in a particular place at a particular time. Follow the walkthrough closely to catch all of these unlisted scoops!

Quick Travel

Fortune City's a big place, and Frank must move through it quickly if he's to complete his investigation and save as many survivors as possible. Luckily, there are a variety of items that can help him get around faster.

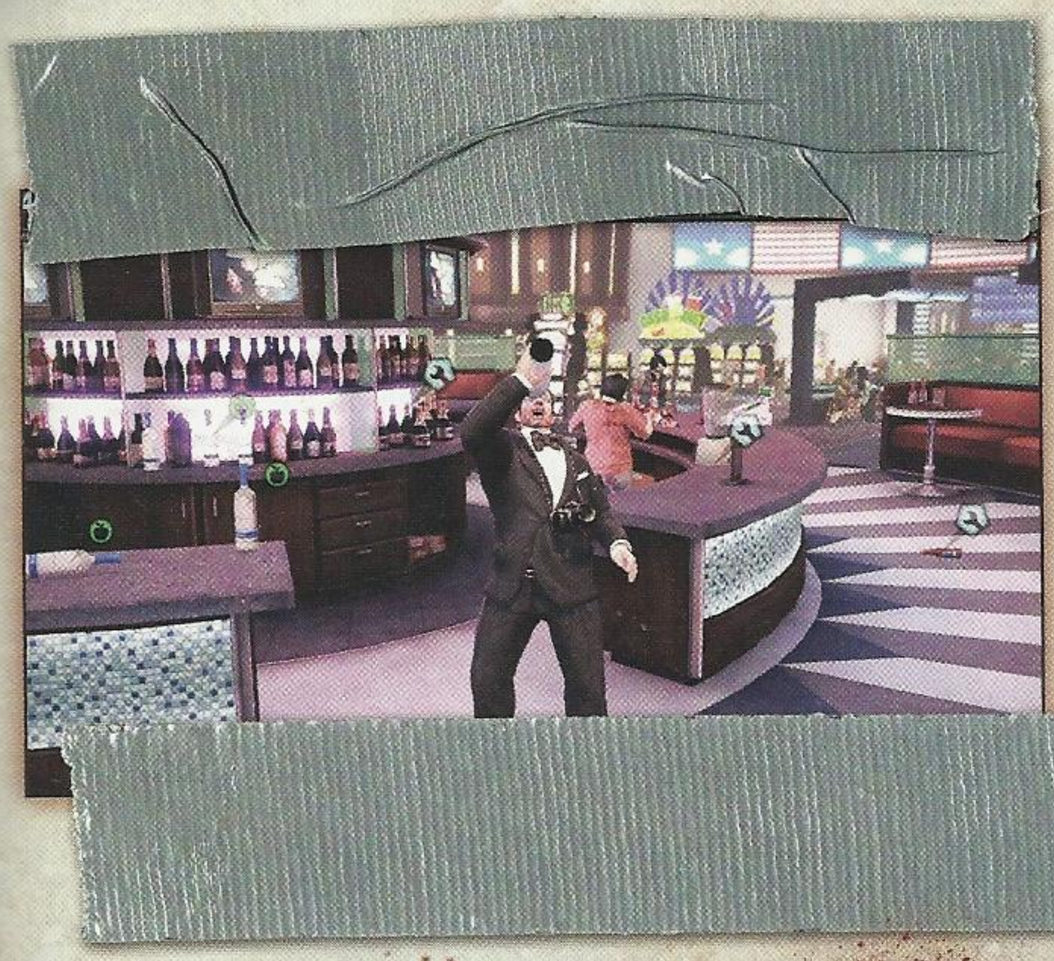
PUSHABLE ITEMS

Pushable items like wheelchairs and utility carts not only increase Frank's movement speed, but also ram and kill any zombies that happen to be in the way. These items may need to be picked up and placed upright in order for Frank to push them. Wearing the Moosehead or Bull Skull gives Frank a similar ability, enabling him to lower his head and charge forward.



QUICK STEP

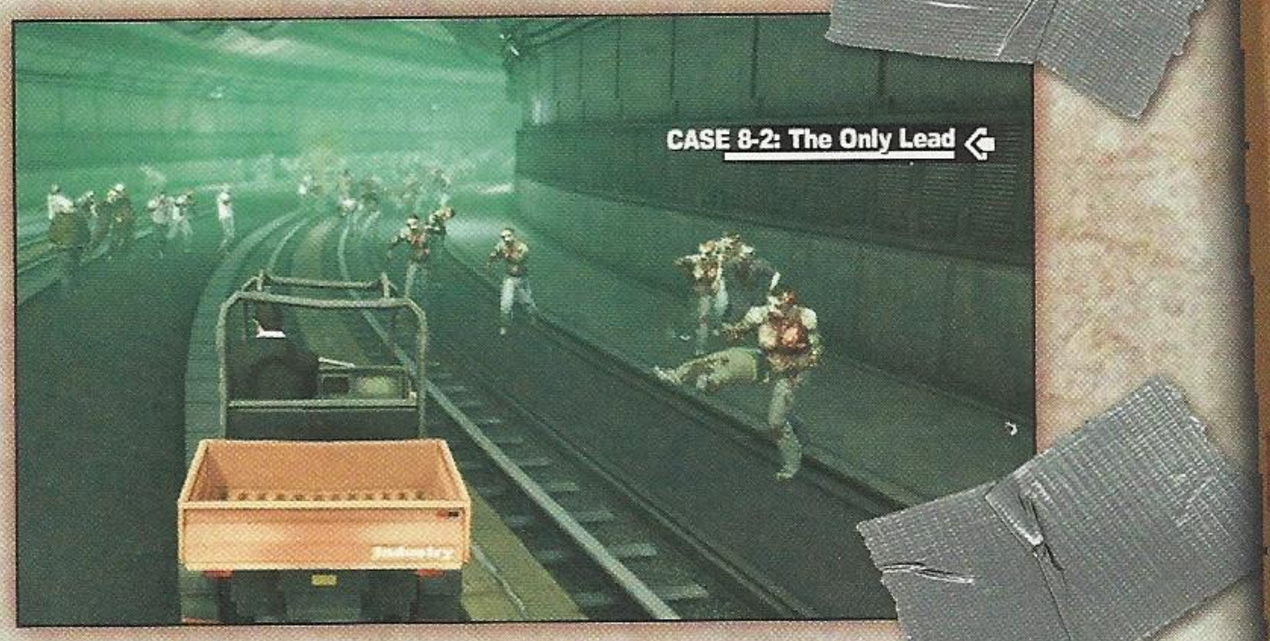
Consuming Quick Step drinks is another way to dramatically speed up Frank's pace. See the Bartender's Handbook on page 165 for the items needed to create this handy drink.



VEHICLES

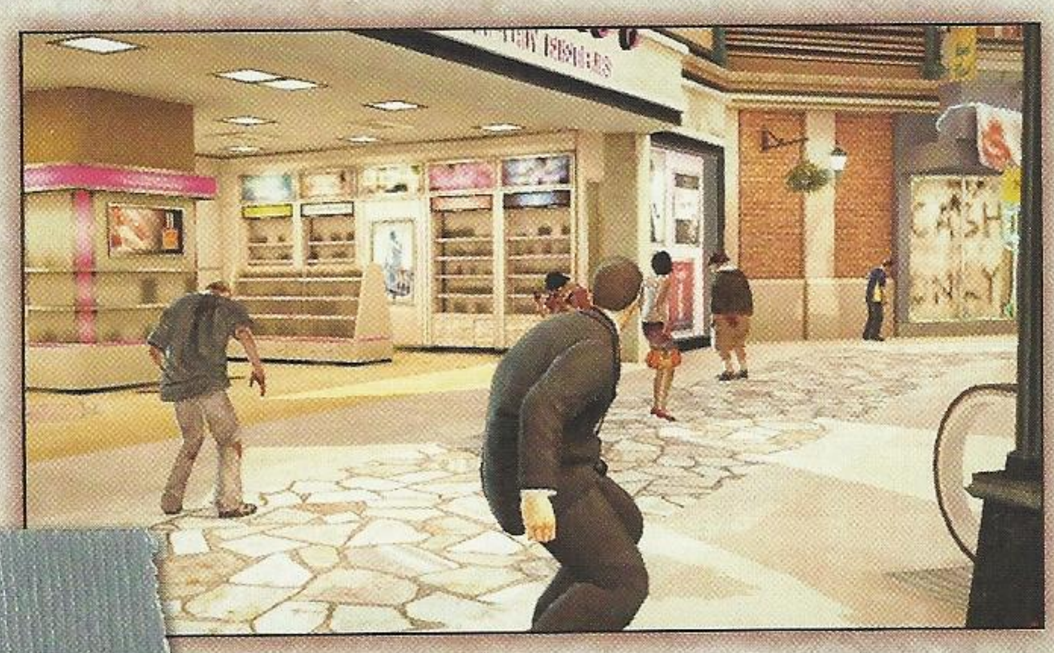
Vehicles are the fastest way to move through the city, but they're restricted to the area in which they are found. Notable vehicles include the motor bike found just outside the Fortune City Arena and the 4x4s scattered throughout the underground tunnels. Jumping into these vehicles can shave off a large amount of travel time when traveling in these particular areas.

If he's acquired enough money, Frank can purchase special keys from pawnshops that give him access to additional vehicles found in Fortune City.



SKATEBOARDS

Skateboards give Frank the extra boost he needs to swerve right around the zombie horde. The boards can't take much of a beating, so try to avoid knocking over zombies. As a normal item, Frank can throw one into his overall inventory for later use—when a quick getaway is in order.



UNLISTED SCOOPS

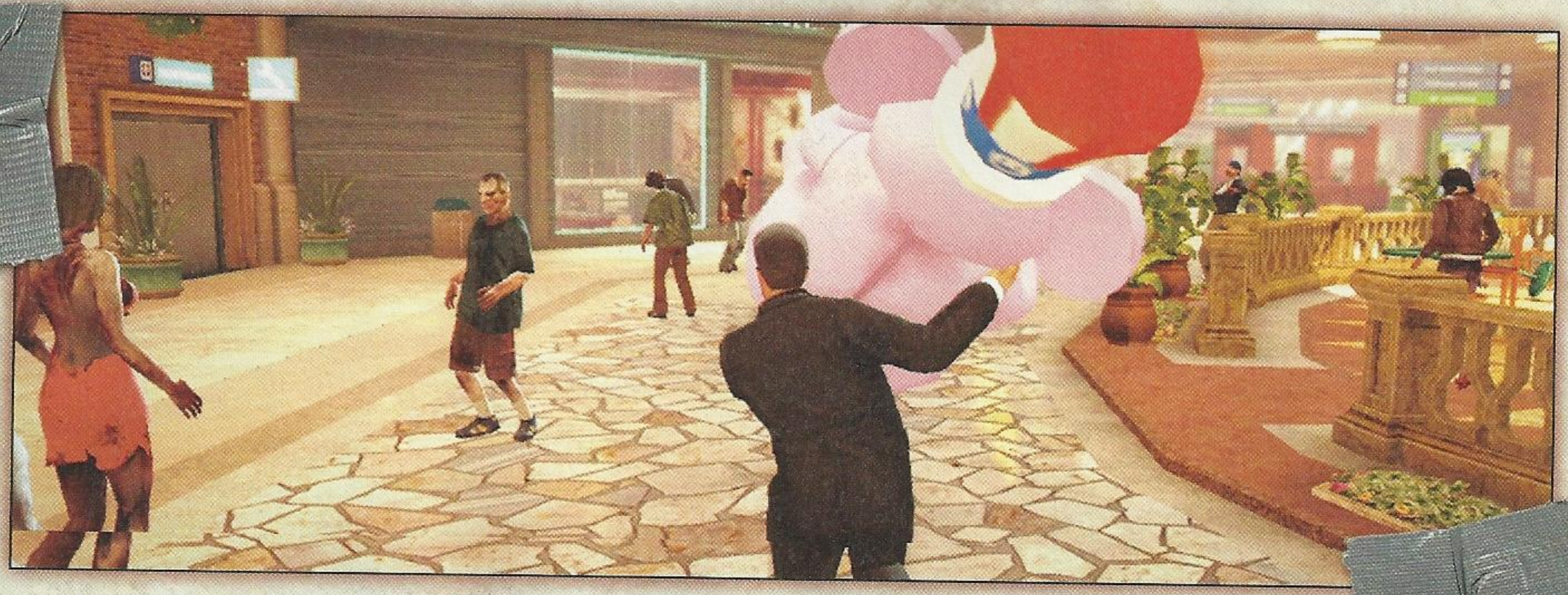
Stop by the Ultimate Playhouse in Palisades Mall and grab the *Stunt Devil* skateboarding magazine to unlock the ollie maneuver while boarding around Fortune City!

INVENTORY

Frank has to use whatever's available in order to survive. He can collect food and weapons and carry them in his inventory, displayed by a series of boxes appearing on the top right of the screen. He can only hold and use one item at a time, but you can cycle through his inventory to select the desired item.



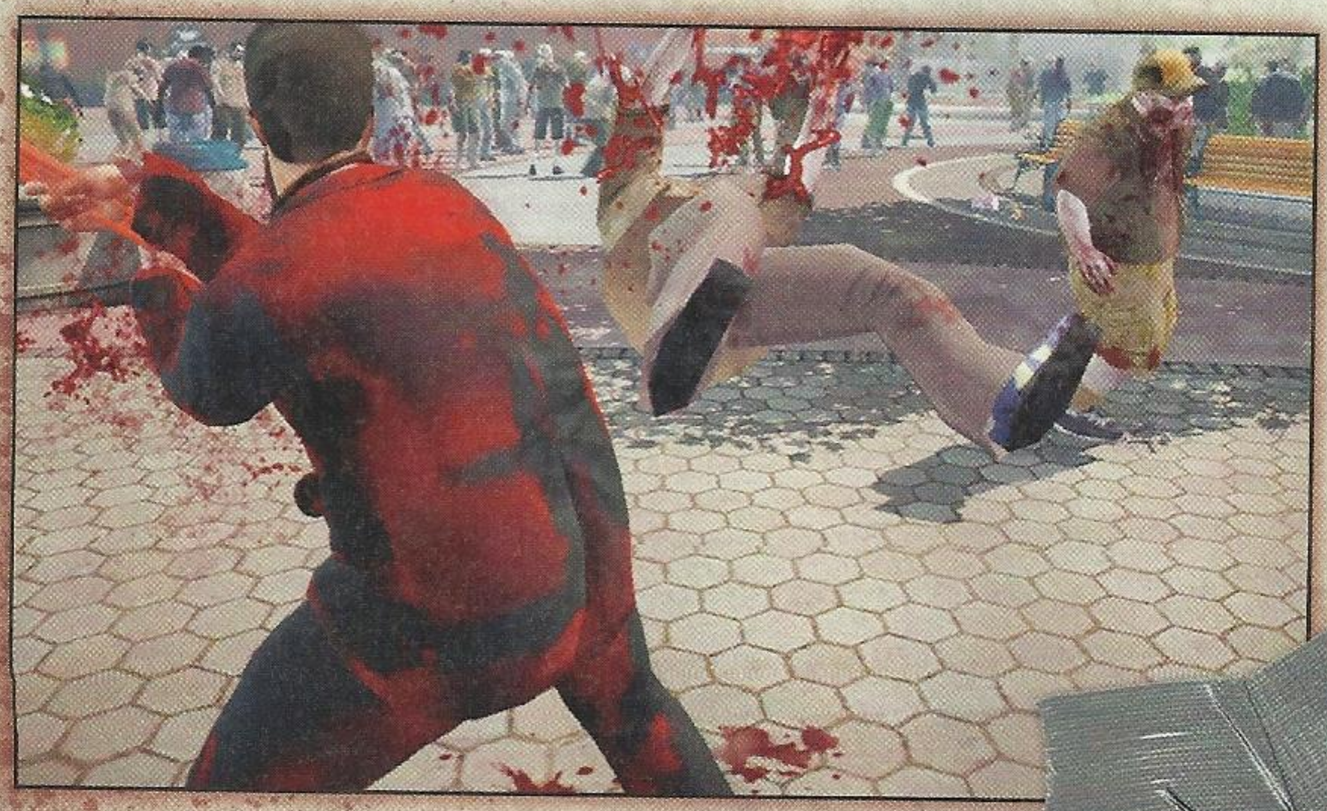
He starts with only four inventory slots but earns additional slots by leveling up. It's important to balance the types of items carried at any given time. Carry too many weapons, and Frank could find himself in trouble when low on health. Carry too much food, and Frank might have to scramble to beat back the zombies. How these precious slots are managed go a long way in determining Frank's success in surviving Fortune City.



LARGE ITEMS

Large items, such as chainsaws and giant stuffed elephants, can't be put away in Frank's inventory stock. He requires an empty space to pick them up, but switching to another item causes him to drop the large one on the ground.

WEAPONS

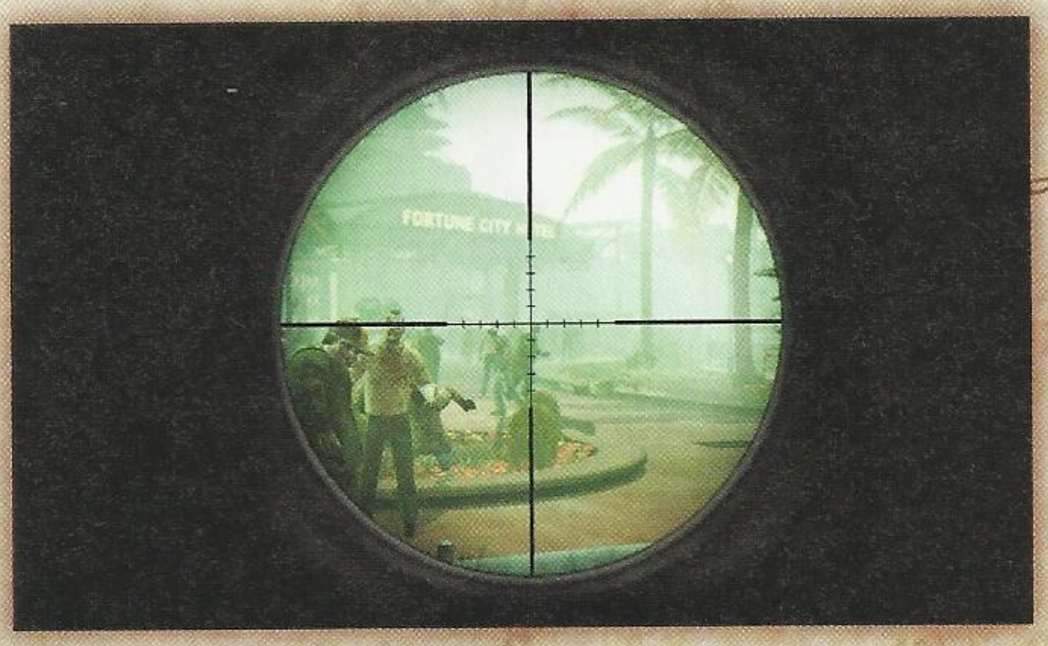


In his dangerous journey across Fortune City, Frank can utilize nearly every item around him to beat, bash, and box zombies and psychopaths alike. Simply interact with an item to pick it up, and press the Attack button to start dishing out pain.

Some weapons have a heavy attack, performed by holding the Attack button. These powerful moves can sometimes offer a PP bonus for each kill.

Frank can aim ranged weapons for increased accuracy. Hold the Aim button to bring up a reticle, which you can move around to target specific enemies. This helps Frank conserve ammunition when firing weapons like the handgun and assault rifle.

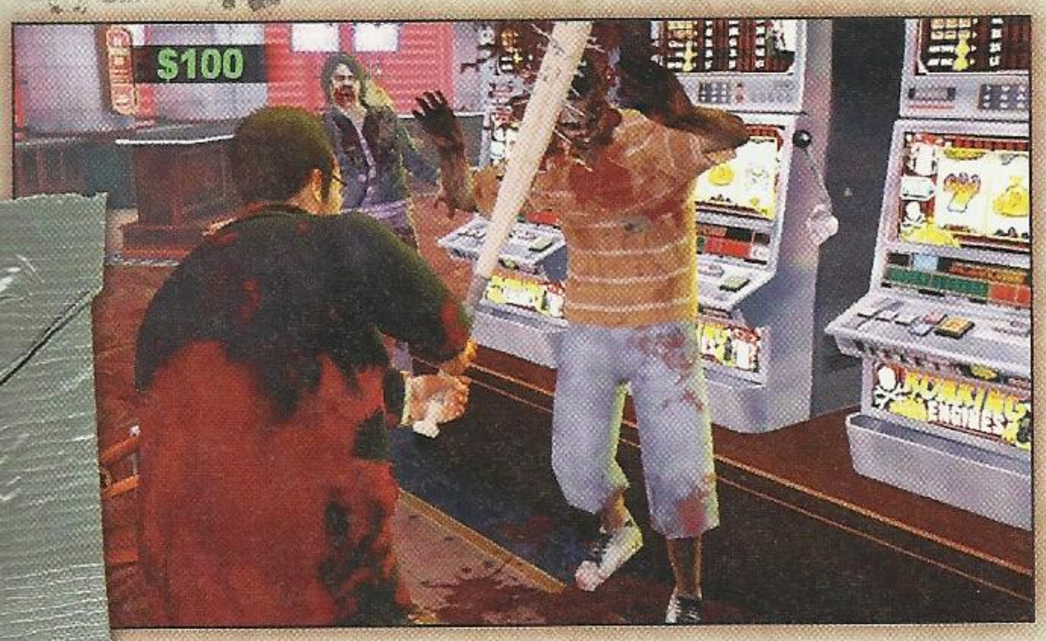
Frank can also throw melee weapons to inflict ranged damage. Hold the Aim button to pull the item back, and press the Attack button to throw it. Items like the bowling ball and Bowie knife can deal damage quite effectively when thrown at an enemy.



BROKEN GEAR

All weapons eventually break apart due to overuse. If an item starts to blink red in Frank's inventory, it may be time to find something else to continue the slaying.

COMBO WEAPONS







When the weapons that Frank finds just aren't strong enough, he can combine certain items together to create powerful combo weapons. Items that can be combined are easily recognizable, marked with a blue wrench icon.

Signified by their bright red doors, Maintenance Rooms contain the workbenches that Frank uses to make combo weapons. Simply place the first item on the table, and then equip the second and place it on top. If the two are compatible, Frank forms a brand-new weapon!

RIGHT IN FRONT OF YOUR EYES

The two items needed to create a combo weapon are oftentimes already inside or nearby each Maintenance Room!

Combo Cards

When Frank makes a combo weapon for the first time, he receives a scratch card for that particular creation. In order to meet the weapon's full potential; however, he needs to acquire that weapon's Combo Card.

Frank acquires Combo Cards in various ways: through leveling, saving survivors, defeating psychopaths, examining specific movie posters, and even through completing Sandbox challenges. For a complete list of Combo Cards and their unlock requirements, turn to page 181.

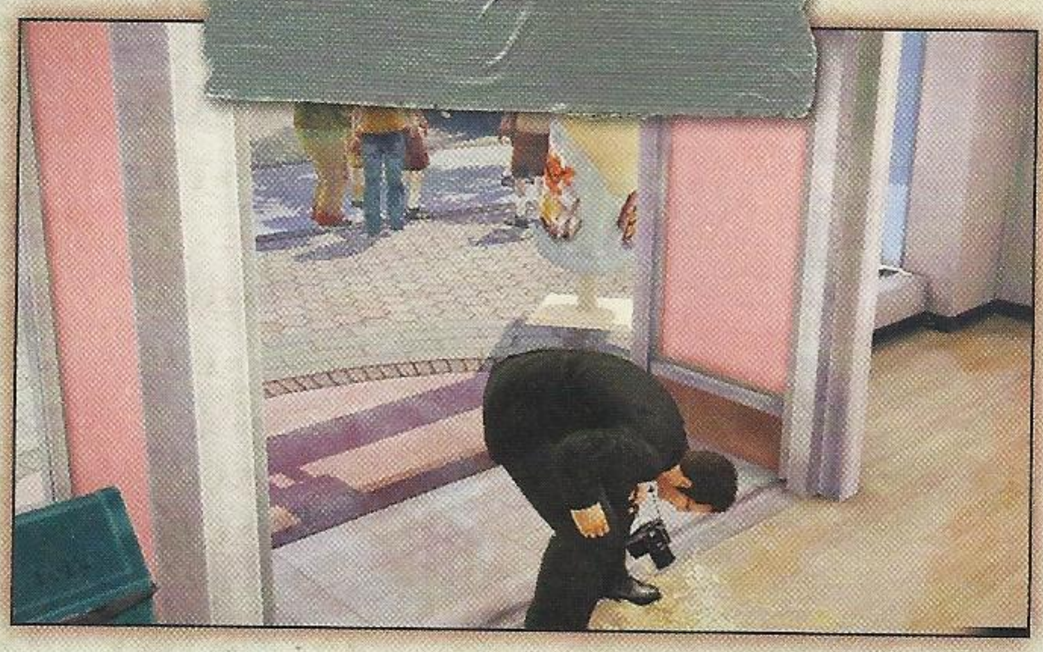
With a Combo Card, Frank is able to use that combo weapon's heavy attack. Additionally, all of the combo weapon's attacks reward twice the amount of PP, great for earning some big points while taking out the zombie garbage.

FOOD AND HEALTH

In a city filled with dangers, it's important to keep an eye on Frank's health. Displayed as a row of yellow blocks, these blocks gradually disappear as Frank takes hits from enemies. When all of these blocks are depleted, it's game over for Frank.

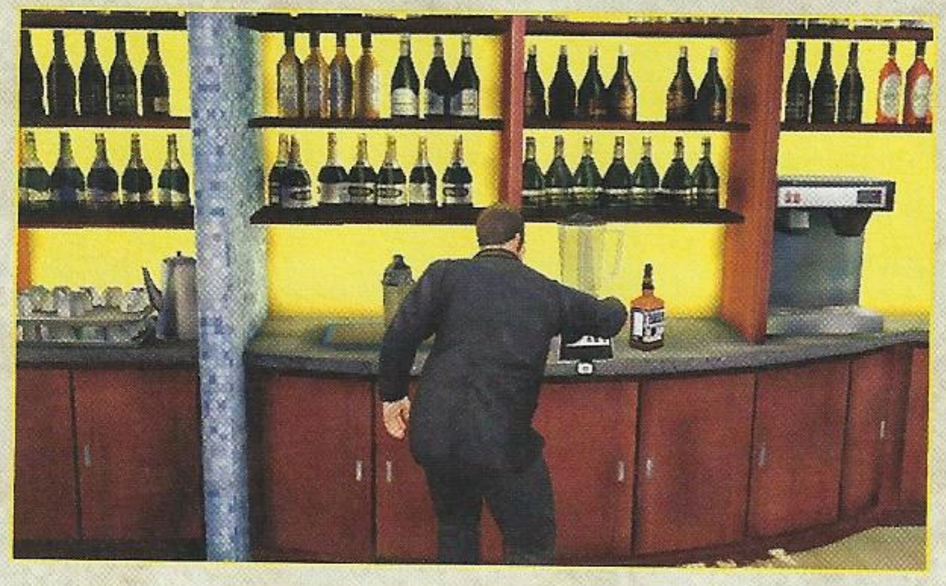
Signified by green apple icons, food can be found and consumed to restore Frank's health. Simply pick up a food item and eat or drink it to regain health. Like other items, food can also be stored in Frank's inventory for later use. For more info on the restorative properties of food items, turn to page 165.





BE RESPONSIBLE!

Be careful not to consume too many alcoholic drinks in a short duration. After three drinks, Frank starts to vomit, stopping and dropping the item in his hands.

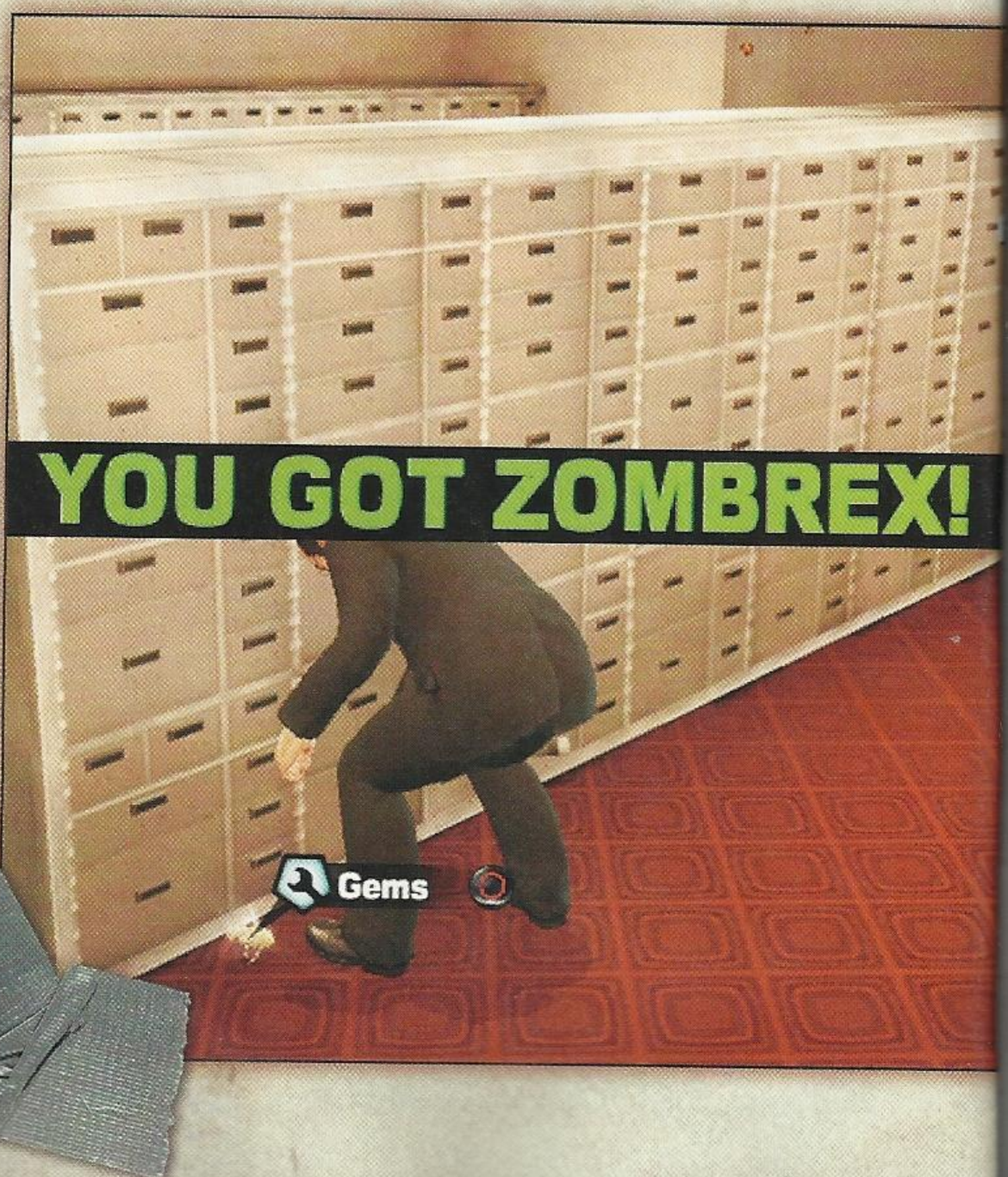


Frank can also combine food using blenders found throughout Fortune City. Drinking these mixed juices can provide Frank with special abilities, such as reduced damage or resistance against zombies. For more info on mixed drinks, turn to page 166.

ZOMBREX

Manufactured by Phenotrans, this miracle drug has made it possible for infected humans to avoid zombification. Unfortunately, a single dose isn't enough, infected individuals need to take a new shot every 24 hours.

If Frank is to live to see the truth revealed, he must find a dose of Zombrex for each day he survives in Fortune City. He can obtain Zombrex in various ways. Purchase the medicine from pawnshops, earn it as a reward for rescuing certain survivors and defeating specific psychopaths, or find it in hidden locations around the city. However he gets his hands on it, Frank must have a dose ready for injection every day between 7:00am and 8:00am.



PHOTOGRAPHY



For Frank to unravel the mystery of the zombie outbreak and make it back to the top, he needs to rely on his trusty camera to document the truth. Frank can take a photograph at any time during his journey, earning PP to help level up. Zoom in to capture a larger and clearer subject. The larger the subject and the better the frame, the more PP Frank earns.

After Frank snaps each photograph, colored circles highlight the types of events that Frank has captured. These include:

Brutality—Pictures of blood and violence.

Drama— Pictures of dramatic events.

Erotica—Suggestive pictures of female survivors or zombies.

Horror— Pictures of zombies and dead survivors.

Outtake—Pictures of funny situations.

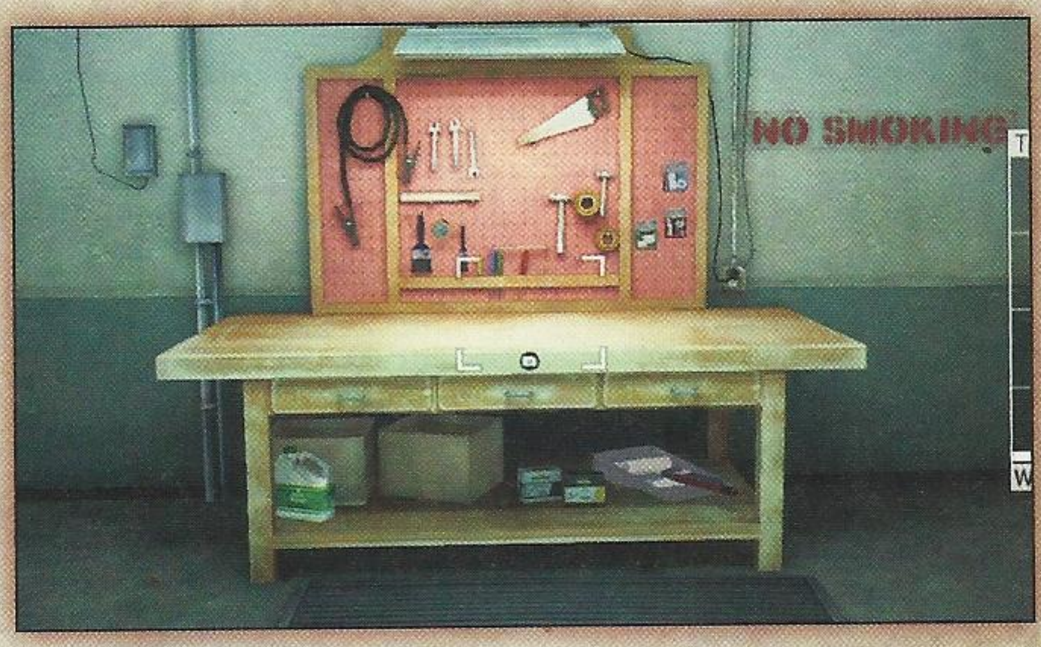
Photo Opportunities

In addition to the standard bonuses that Frank earns with each picture, there are also special situations that Frank can capture for bonus PP. These photo ops are indicated by a yellow PP icon, which appears over the head of any survivors or psychopaths during particularly lucrative photo opportunities.

PP Stickers

Small PP Stickers are scattered throughout Fortune City, pinpointing specific set pieces that net large PP bonuses when framed in a clear shot. Luckily, Frank's camera has a built-in function to help locate the elusive stickers and frame them in the best possible way. Check the PP gauge at the top of the viewfinder and center the shot until the meter fills and turns green. For a complete list of PP Sticker locations sorted by area, turn to page 21.





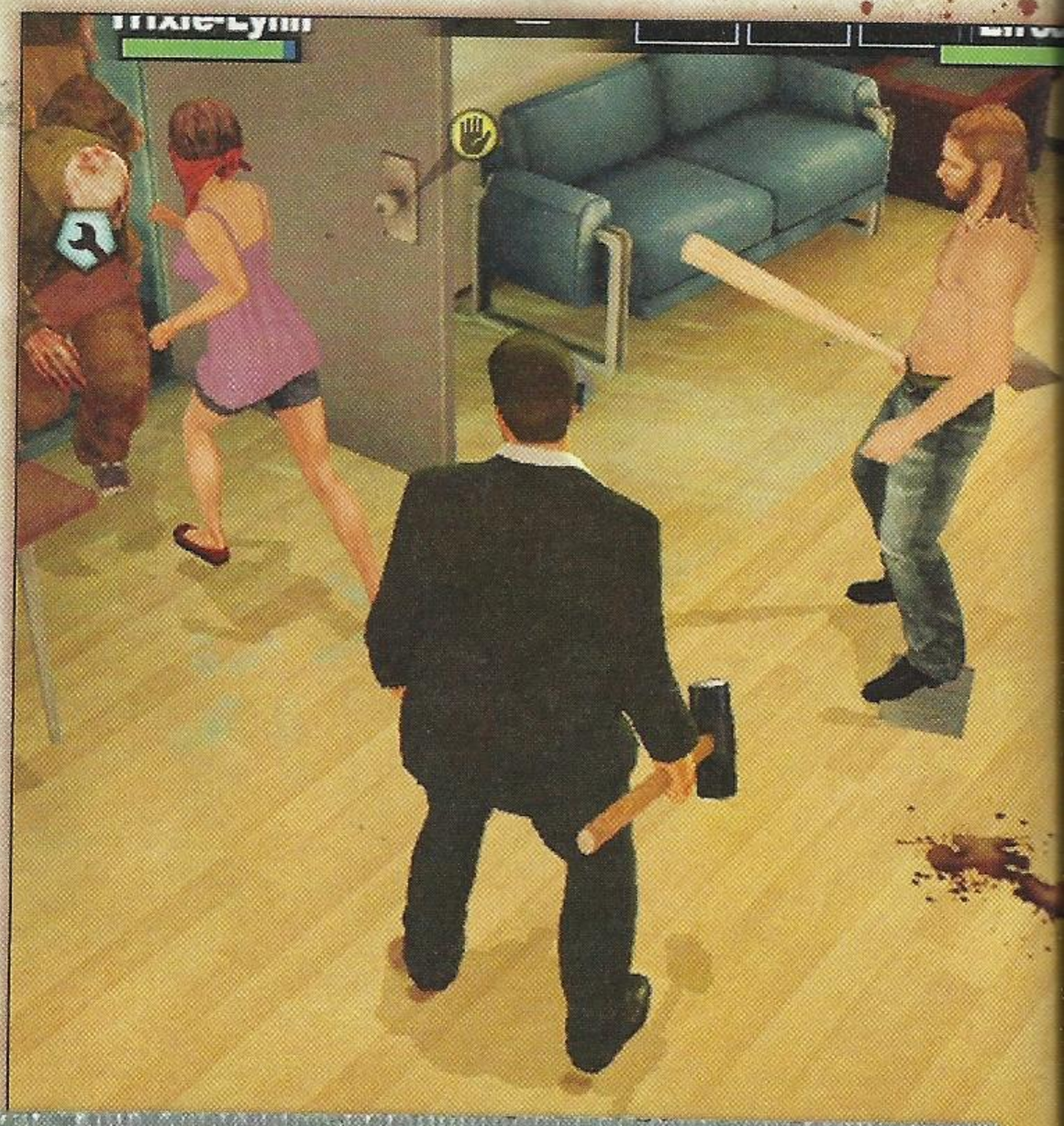
SURVIVORS

The outbreak has populated Fortune City with thousands of zombies, but Frank isn't the only one still breathing in this crisis. During his investigation, Frank encounters various people throughout the city who have [so far] survived the initial zombie epidemic. Frank can escort these survivors back to the safe house.

While rescuing survivors is good for Frank's soul, it also affords the photojournalist certain benefits. Frank is awarded PP when a survivor joins him, and he receives even more when he successfully escorts that person back to the safe house. Occasionally, certain survivors give Frank other rewards like money, Zombrex, and even Combo Cards.

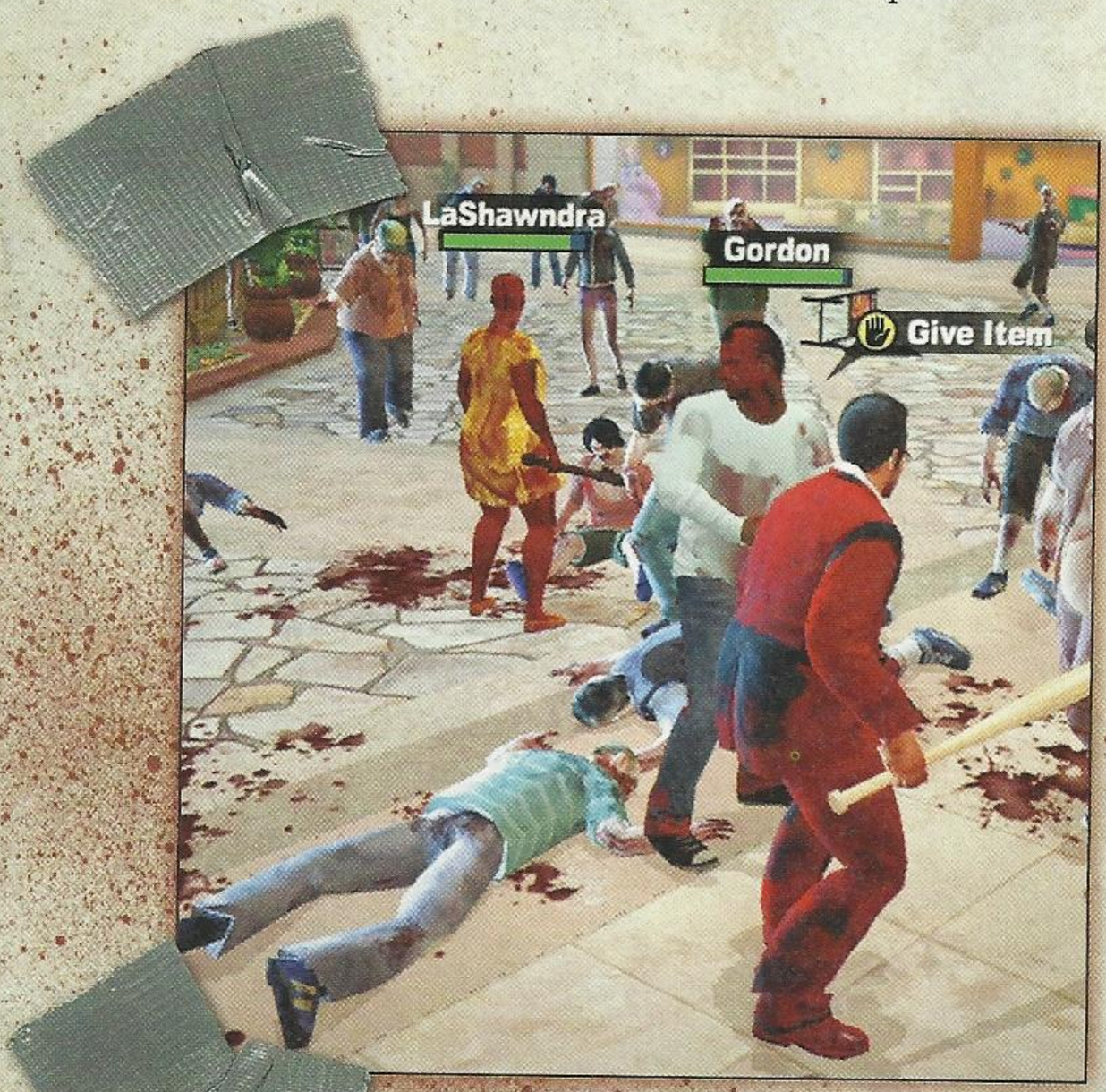
To find a survivor, look for a health meter surrounded by zombies, or listen to and follow any pleas for help. Additionally, Stacey picks up a lot of helpless survivors on the security feed and passes their info and location onto Frank over the transceiver.

Once Frank spots a survivor, fend off any zombies that surround the person and speak to him or her to have him or her follow Frank. Mr. West can escort up to eight survivors at a time—although keeping them all safe can be quite a task.



Keeping Them Alive

Once Frank gains a survivor's trust, that person follows his lead. Frank can call out for the person to follow him when he or she falling behind, or he can target a specific area and tell that person to move to that position.

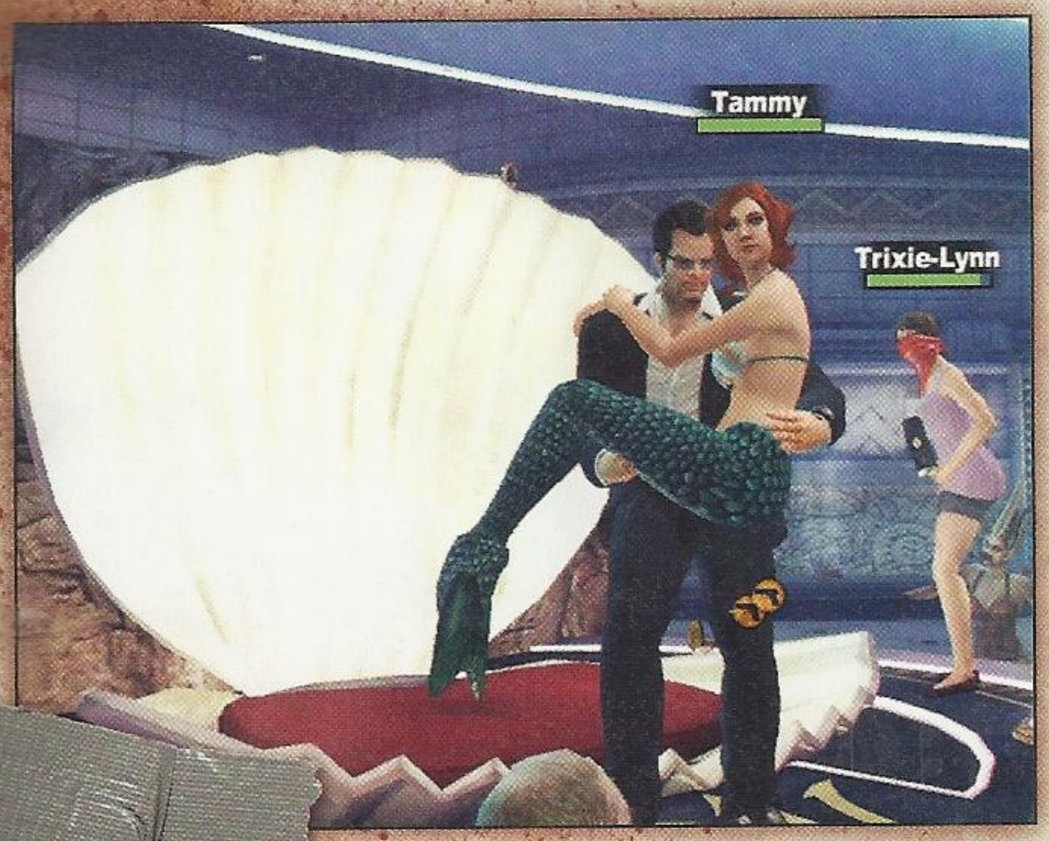


During the trek back to the safe house, Frank has to look out for each survivor's well-being. Keep a close watch over the health meter displayed above them. Zombies and other enemies attack and damage survivors just as they would Frank. To prevent their demise, Frank can feed the survivors food to nourish their health and equip them with weapons [they won't take combo weapons or special weapons like the chainsaw] to help them defend themselves.

When transitioning to another area, make sure Frank's followers are in the vicinity, or they'll be left behind. A warning appears if a survivor in Frank's care is too far behind.

CAN'T BE IN TWO PLACES AT ONCE

There are survivors scattered all over Fortune City, and it's very difficult to save all of them in the first playthrough. Over the three-day period, rescue opportunities come and go, and they require Frank West to pick and choose who makes it through the ordeal. Once the military arrives to quarantine the city, any person not in the safe house is euthanized, undead or not.



Needs

Despite the severity of their situation, some survivors won't accept Frank's help at the drop of a hat. Before following Frank back to the safe house, these survivors may ask him for money, require an item [like Zombrex], or won't budge unless Frank finds their loved ones. Other survivors aren't so stubborn, but they may require extra attention to make it back in one piece. These survivors may have to be carried or require additional assistance en route to safety.

Fulfillment Requests

After safely making it to the safe house, some rescued survivors ask Frank to carry out more favors later in the story. These endeavors can lead to helpful information, special items, money, and huge PP rewards. It's worth the effort if Frank has the time to address these concerns!

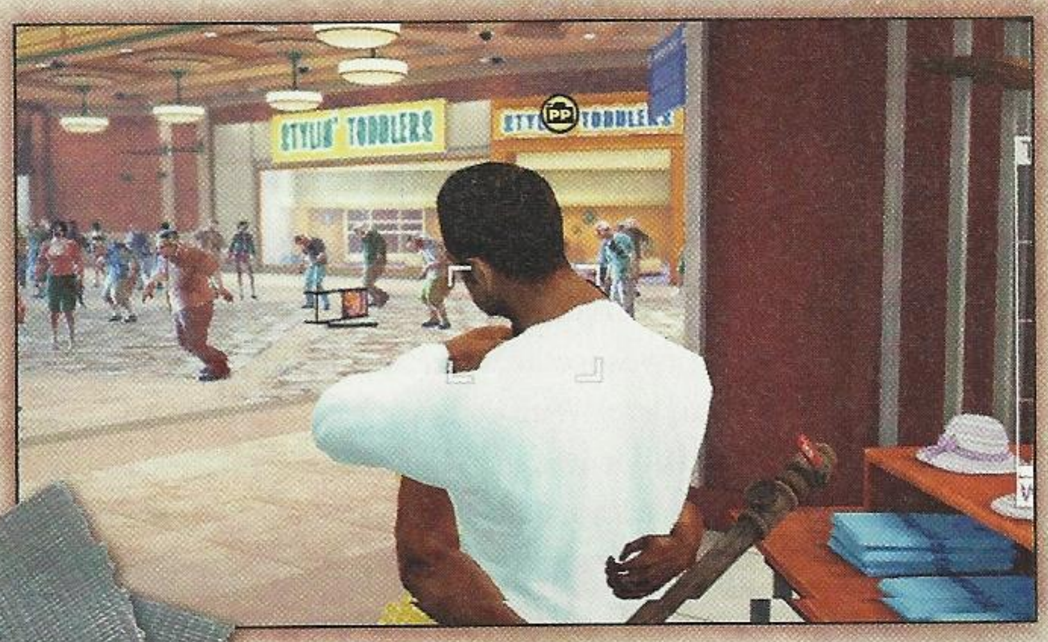
Defection

If Frank attacks [accidentally or otherwise] a survivor too many times, that person will defect and attack Frank. Once Frank loses that trust, he can no longer convince him or her to join him again.



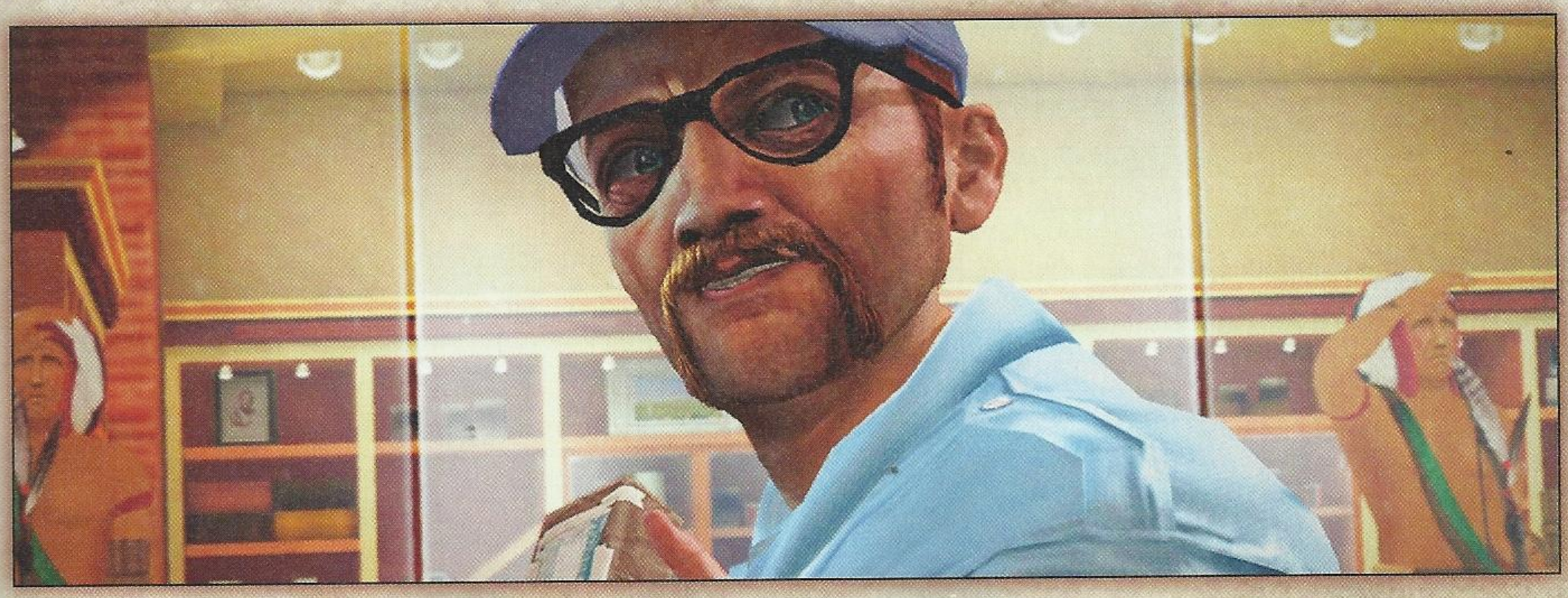
Photo Opportunities

While Frank interacts with survivors, he should always have his camera ready. Be on the lookout for any PP opportunities—indicated by the icon above their heads—while he approaches them or when they are in action.



PSYCHOPATHS

In addition to the thousands of zombies infesting Fortune City, Frank must contend with humans who lost their marbles following the outbreak. These unique characters have lost the ability to reason, as Frank quickly discovers the disturbing backgrounds of each psychopath.



Psychopaths are the boss enemies of Fortune City. Their attacks deal more damage than other enemies, and their large health bars allow them to take more hits. All of the psychopaths use their own unique weapons and tactics, and success relies on your ability to analyze their fighting style and outpace their attacks. In general, it's best to bring one or two strong weapons, along with a good supply of food and drinks.



PSYCHO SCOOPS

Psychopaths are listed exactly like general survivor scoops. Read scoop descriptions carefully and follow the walkthrough to avoid going into a psychopath battle unprepared.

Taking down these deranged individuals rewards Frank with a large amount of PP. Sometimes, Frank can also collect survivors and exclusive Combo Cards from these fights. Psychopaths are tough, but if you go in with the proper strategies, Frank can come out alive and better off because of it.

LEVELING UP

The PP that Frank earns from actions such as saving survivors, taking out zombies, dispatching psychopaths, and snapping killer photos all work toward increasing his level. With each new level, Frank has the opportunity to learn new skill moves, gain Combo Cards, and even increase status blocks like health and inventory.

Levels carry over with each playthrough under the same file, so each replay of Story Mode starts with a significantly stronger Frank West. If you find yourself overmatched in one of the later missions, try restarting from the beginning to gain an instant leg up on your Fortune City foes.

FRANK LEVELING CHART

LEVEL	TOTAL PP	STATUS	SKILL / CARD	PP AWARDED
1	0		Drill Bucket	
			I.E.D.	
			Pole Weapon	
			Karate Chop	0
			Jump Kick	0
			Dodge Roll	0
			Air Horn	
2	20,000	Inventory	Round House	0
3	40,000	Health	Weed Tendonizer	
4	60,000		Punt Kick	100
5	80,000	Health	Bouncing Beauty	
6	110,000	Attack	Gem Blower	
7	140,000	Speed	Camera Shoot w/ Zombie	
8	170,000		Electric Chair	
9	200,000	Throw	Face Crusher	50
10	230,000	Inventory	Bliztkreig	
11	280,000		Suplex	100
12	330,000	Throw	Ripper	
13	380,000	Health	Knee Drop	50
14	430,000	Inventory	Cyro Pod	
15	480,000		Zombie Walk	0
16	550,000	Attack	Dynameat	
17	620,000		Heliblade	
18	690,000	Health	Judo Throw	50
19	760,000		Fire Spitter	
20	830,000		Celebrate	0
21	920,000	Inventory	Sticky Bomb	
22	1,010,000	Throw	Pegasus	

FRANK LEVELING CHART

LEVEL	TOTAL PP	STATUS	SKILL / CARD	PP AWARDED
23	1,100,000		Somersault Kick	0
24	1,190,000	Speed	Defiler	
25	1,280,000	Attack	Hail Mary	
26	1,380,000		Neck Twist	100
27	1,480,000		Thor	
28	1,580,000	Inventory	Shocker	
29	1,680,000	Health	Two hand Smash	20
30	1,780,000		Knife Gloves	
31	1,910,000		Roaring Thunder	
32	2,040,000	Health	Wall Kick	200
33	2,170,000	Attack	Super Slicer	
34	2,300,000		Spear Launcher	
35	2,430,000	Speed	Pick Up	50
36	2,580,000	Attack	Handy Chipper	
37	2,730,000	Inventory	Tesla Ball	
38	2,880,000	Throw	Double Lariat	50
39	3,030,000	Health	Parablower	
40	3,180,000		Giant Swing	
41	3,350,000		Flaming Gloves	
42	3,520,000		Infernal Arms	
43	3,690,000	Inventory	Zombie Hop	0
44	3,860,000		Super B.F.G.	
45	4,030,000	Inventory	Porta Mower	
46	4,210,000		Driller	
47	4,390,000	Health	Disembowel	300
48	4,570,000		Lightning Gun	
49	4,750,000		Auger	
50	5,000,000	Attack	Laser Gun	

MAKING MONEY

Even after a zombie outbreak, it should come as no surprise that money still plays an important role in a city built on gambling. From purchasing items at pawnshops to satisfying greedy survivors, Frank should take any opportunity available to earn some additional green.

Gambling



Gambling is the heart and soul of Fortune City. Many have gone big and busted out in this unforgiving town, but Frank has a method of pulling Lady Luck in his favor. By collecting *Gambling* magazines found in the city, he can significantly increase his chances at winning gambling games. Refer to the magazine chart on page 188 for the locations of these moneymaking items.

ATMs



ATMs around the city can also be a good source of income. While destroying them only yields $5,000, using the Money Hacker combo weapon pulls out $20,000 instead. Combine a flashlight and computer case to create one. Alternatively, some looters around the city are already carrying them.

Security Boxes

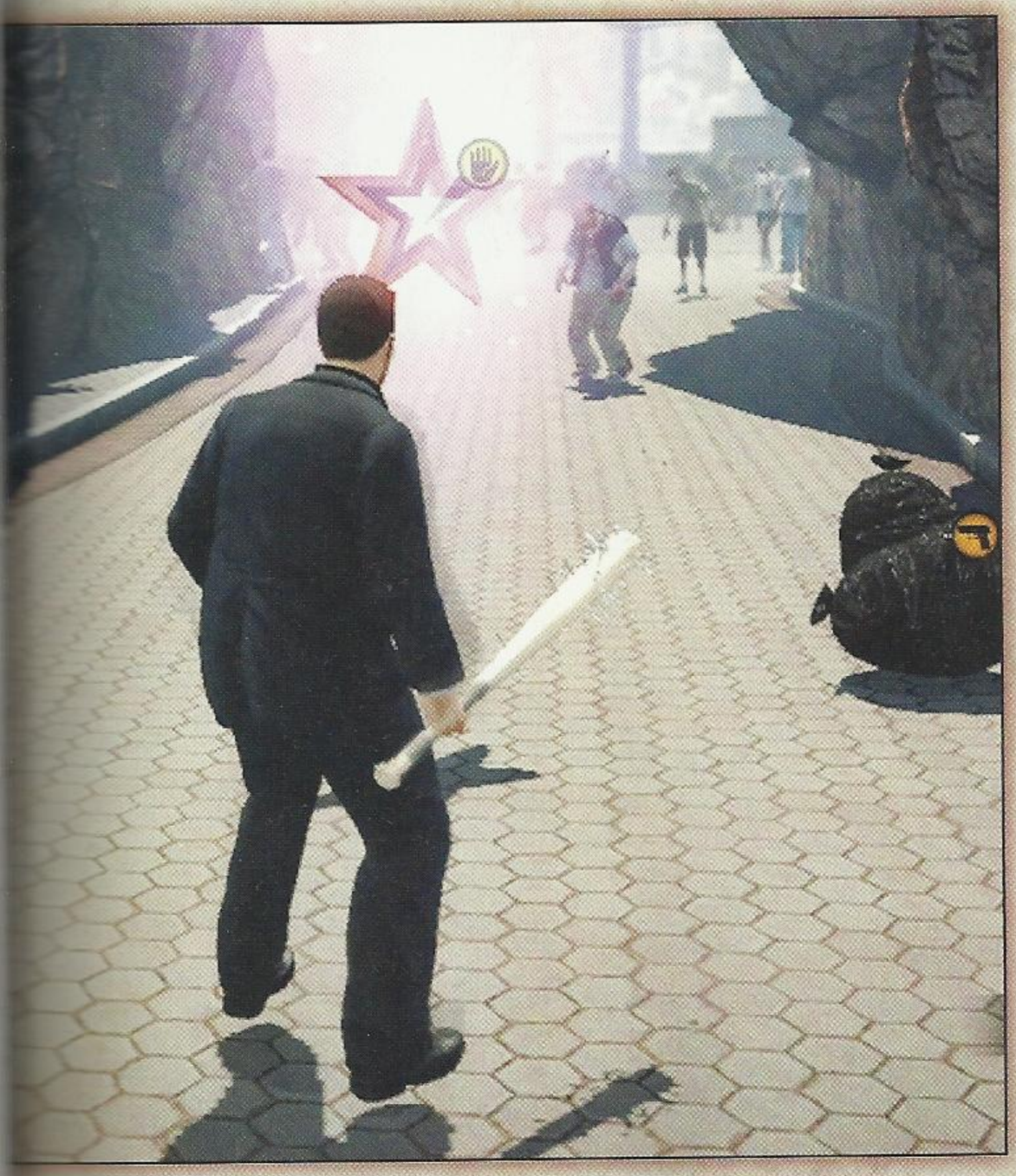
Scattered throughout Fortune City, Security Box keys can open up boxes located inside the Fortune City Bank in Uranus Zone. These boxes contain various amounts of money, items, and even Zombrex! Check the complete list of Security Box keys on page 20 to see which keys are most worth collecting.

Survivors

In additional to PP, some survivors also reward Frank with money upon arrival to the safe house. Make sure to complete as many survivor missions as possible to collect the maximum amount of money!

Sandbox Mode

Sandbox Mode is separate from the main story, planting Frank in Fortune City without time constraints but with a whole lot of challenges to complete for prize money and PP bonuses! Additionally, all earned money and PP carry over to the story file in the same save. For full info on all Sandbox challenges, turn to page 140.



FORTUNE CITY

Indulge yourself

- Safe House
- Save Point
- Maintenance Room
- Underground Access
- Elevator

Royal Flush Plaza

SLOT RANCH Casino

AMERICANA CASINO

PLATINUM STRIP

FORTUNE PARK

FORTUNE CITY HOTEL

FORTUNE CITY ARENA

SOUTH PLAZA

SILVERS



AMERICANA CASINO

A101	Bennie Jack's BBQ Shack
A102	Shots & Awe
A103	The American Historium

Royal Flush Plaza

R101	Casual Gals
R102	In the Closet
R103	The Man's Sport
R104	The Shoehorn
R105	Tunemakers
R106	Wave of Style
R107	Ye Olde Toybox
R108	Marriage Makers
R109	Roy's Mart
R110	Modern Businessman
R111	Stylin' Toddlers
R112	SporTrance (1F)
R113	The Chieftain's Hut
R114	Yesterday, Today & Tomorrow
R115	Hat Racks
R116	Universe of Optics
R117	Three Club Monte
R118	Astonishing Illusions
R119	Sturdy Package
R120	The Dark Bean
R201	Albert's Apparel
R202	Wily Travels
R203	Antoine's
R204	Estelle's Fine-lady Cosmetics
R205	Just in Time Payday Loans
R206	Eternal Timepieces
R207	Kathy's Space
R208	Earmark Leather
R209	Children's Castle
R210	Small Fry Duds
R211	Rush Wireless
R212	Ragazines
R213	Players
R214	SporTrance (2F)

FOOD COURT

F101	Wild West Grill House
F102	Cucina Donnacci
F103	Cheesecake Mania
F104	Lombardi's
F105	Hamburger Fiefdom
F106	Rojo Diablo Mexican Restaurant
F107	Hungry Joe's Pizzeria
F108	Speedy Expresso

YUCATAN CASINO

Y101	Baron Von Brathaus
Y102	Shoal Nightclub

ATLANTIS CASINO

T101	Sipparellos

FORTUNE CITY ARENA

E101	Terror Togs
E102	Hostile Zone

PALISADES MALL

P101	Finders Peepers
P102	FairMoans
P103	Ultimate Playhouse
P104	Flexin'
P105	Beach Body Swim House
P106	Wallington's
P107	Shank's
P108	Bagged!
P109	The Venus Touch
P110	Koko Nutz Sports Town (1F)
P111	Chocolate Confession
P112	For Your Leisure
P113	Trendy Cindy
P114	Entertainment Isle
P201	Kicks for Her
P202	Que's Hats
P203	Brand New U
P204	Ned's Knicknackery
P205	Space
P206	Stan's Large Print Books & Magazines
P207	Under The Sea Travels
P208	Army Surplus Gift Store
P209	Kids' Choice Clothing
P210	The Cleroux Collection
P211	Leigh's Fine Liquor
P212	Severed Ties
P213	Robsaka Digital
P214	Koko Nutz Sports Town (2F)
P215	Everything Diamond
P216	Chris' Fine Books
P217	Robsaka Mobile
P218	High-noon Shooting Range

PLATINUM STRIP

S101	TIR Souvenir Kiosk
S102	Cash Gordon's Casino
S103	Juggz Bar & Grill
S104	Paradise Platinum Screens
S105	Moe's Maginations
S106	Dining at Davey's
S107	From Fortune with Love
S108	TIR Souvenir Kiosk

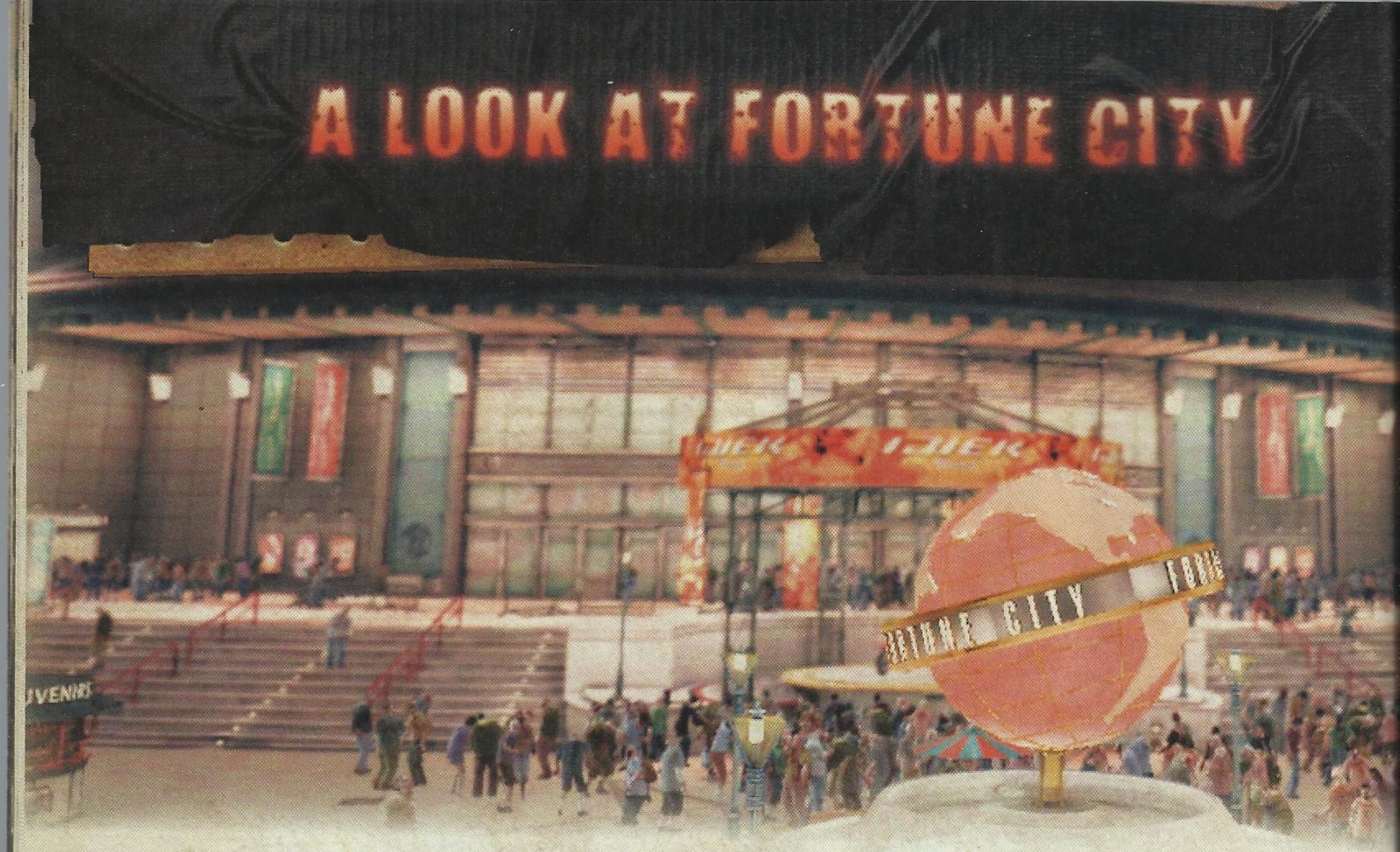
SILVER STRIP

N101	Swept Away
N102	One Little Duck Bingo
N103	Tinkerbox
N104	Barrel of Goods
N105	Luaii Wauwii
N106	Shamrock Casino
N107	Pub O' Gold
N108	Rocket's Red Glare
N109	Peep Hole
N110	Hot Excitorama
N111	Juggz Bar and Grill Kiosk

URANUS ZONE

U101	From Fortune with Love
U102	Jump Space 7 (1F)
U103	Astonishing Illusions
U104	The Man's Sport
U105	Bagged!
U106	Players
U107	Space Coaster (1F)
U108	Lombardi's
U109	Bank
U110	Rocket's Red Glare
U112	Galactic Glide
U113	UFO Crash
U114	Orbital Oscillation
U115	Midway-a-Matron 2525
U121	Molemen from Uranus
U122	The Venus Touch
U123	Space

A LOOK AT FORTUNE CITY



There are still shimmers of glitz and glamour left in Fortune City. Luxurious casinos, sprawling malls and fine restaurants are all waiting to be discovered in Frank's journey to uncover the truth. If he can use the city's resources to his advantage, then Frank might just be able to reclaim this lost paradise.

CASE FILES

These missions are crucial to Frank's investigation of the zombie outbreak. Miss just one Case File and the trail for the truth ends!

SURVIVORS

Survivors can be found throughout Fortune City. Convince them to follow Frank back to the Safe House to earn PP, money and other rewards!

PSYCHOPATHS

These lunatics represent the biggest challenges for Frank in his travels. Make sure to come fully prepared with weapons and food when facing these difficult foes.

SECURITY BOX KEYS

Keys can be found that open up Security Boxes inside the Fortune City Bank in Uranus Zone. Money and other desirables await Frank in these modern day treasure chests!

MINIGAMES

Even at the heart of a deadly outbreak, Frank can still enjoy one of the many games and rides in Fortune City. Take the time to have a little fun and Frank can reap the rewards.

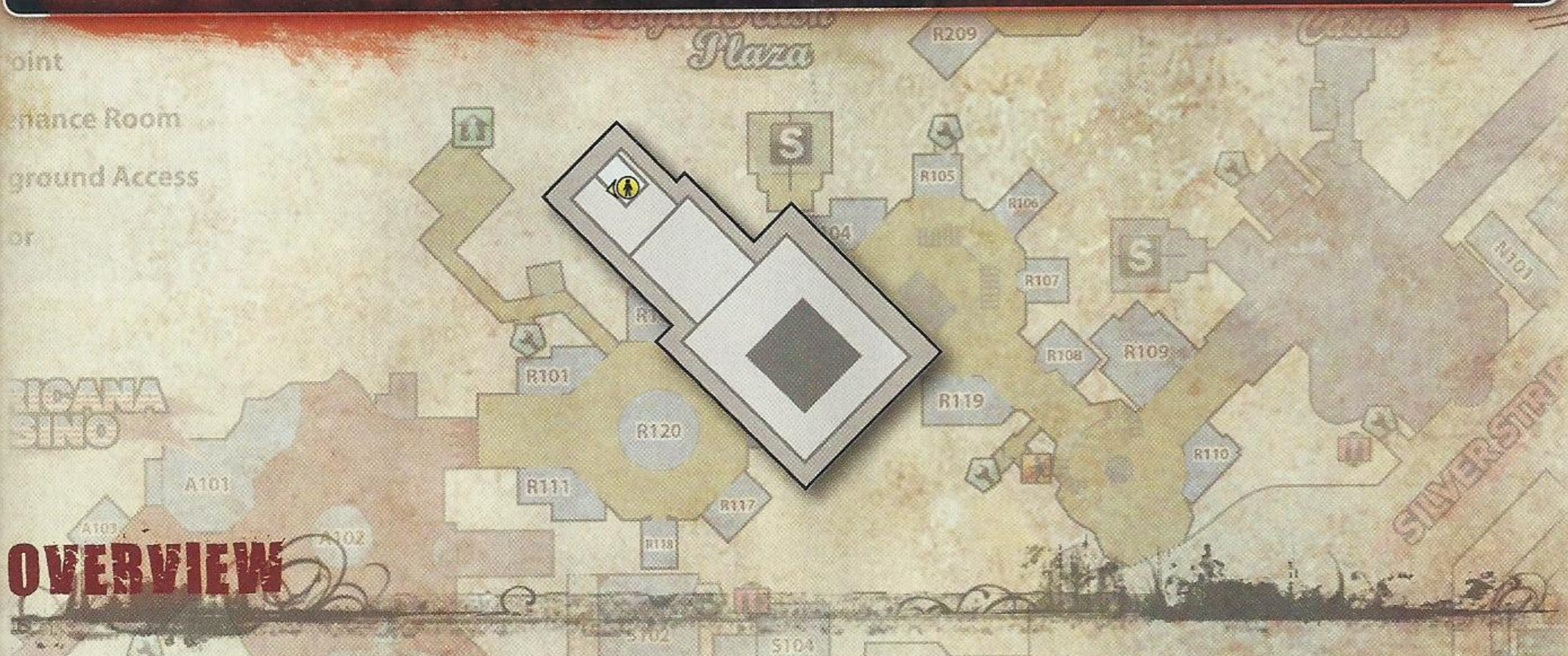
MAINTENANCE ROOMS

These workshops are where Frank can assemble Combo Weapons. Look in and around Maintenance Rooms for parts that fit together.

HIDDEN FEATURES

These out-of-the-way areas can provide Frank with time-saving shortcuts and valuable items.

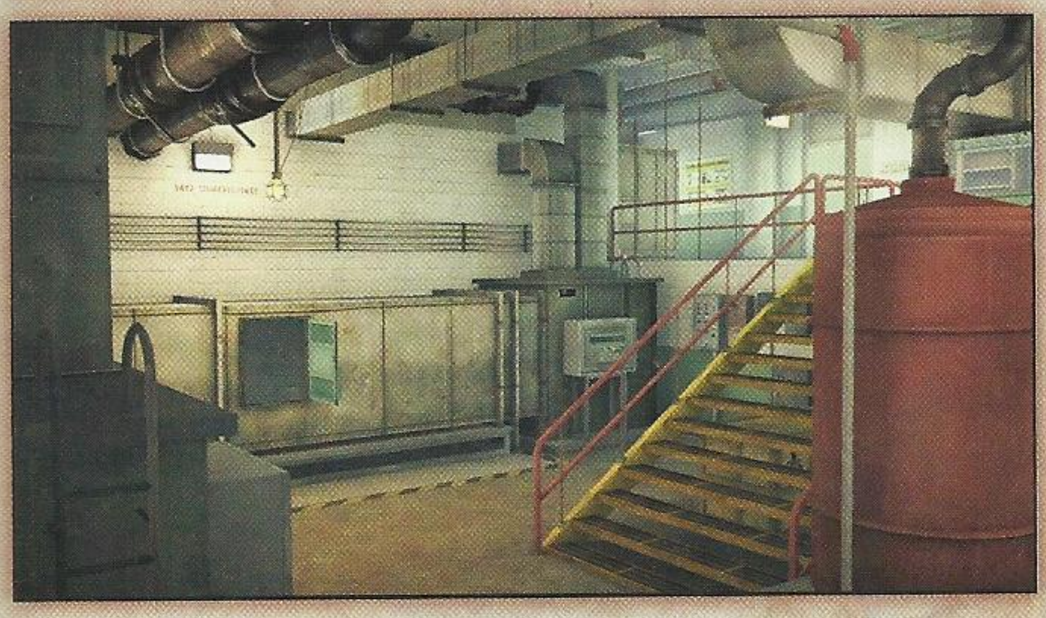
SAFE HOUSE



OVERVIEW

The best hope for safety in all of Fortune City. This is where Frank originally gathered with the other initial survivors after the outbreak and where he escorts more throughout the adventure. Impenetrable, for now...





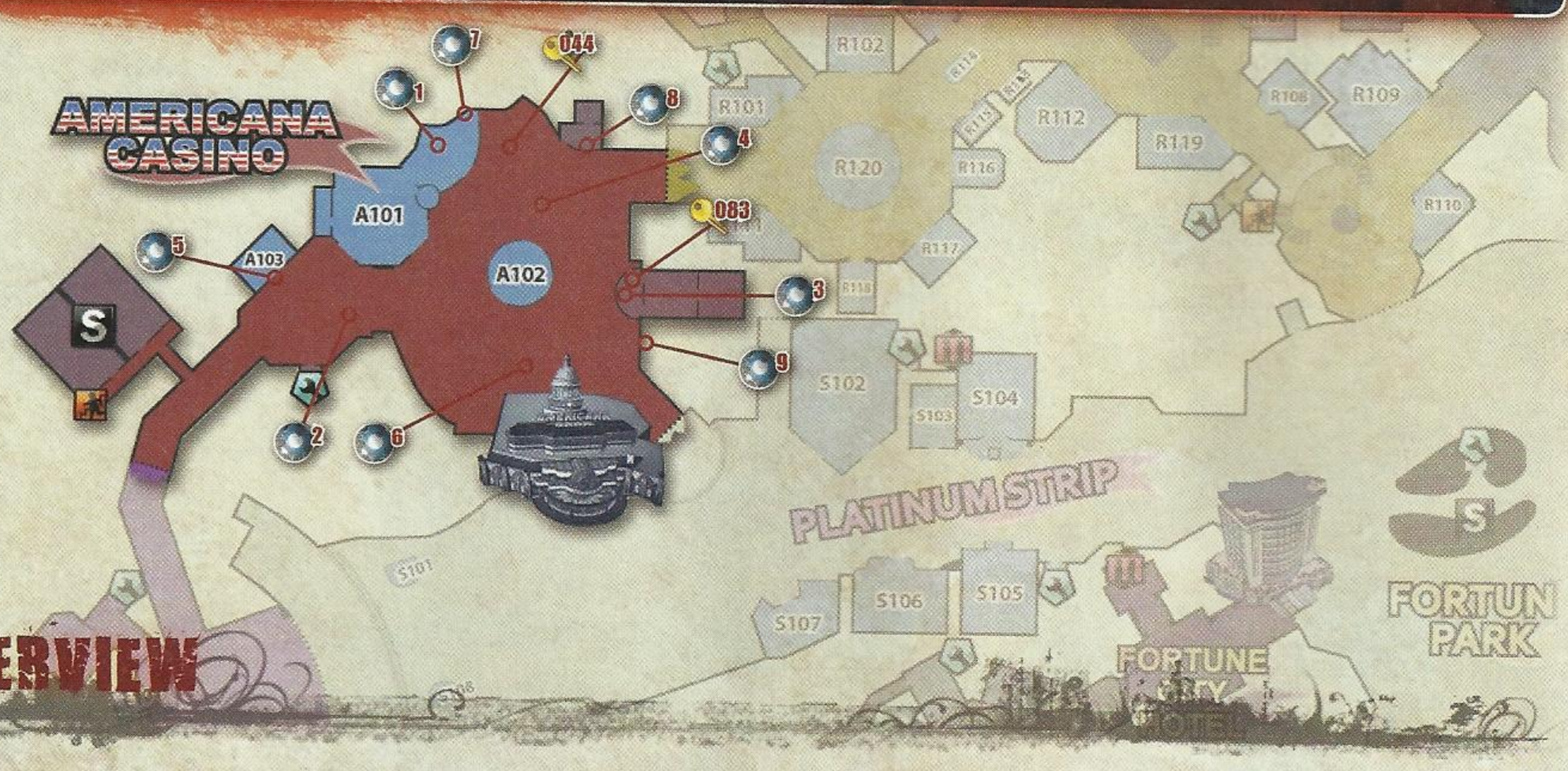
ACTIVITY

CASE FILES	
Case 1-1	Day 1, 8am
Case 1-4	1-3 Complete
Case 2-1	Day 1, 6:30pm
Case 3-1	2-2 Complete
Case 4-1	Day 2, 1pm
Case 6-1	5-3 Complete
Case 8-1	Day 4, 7am
The Facts	8-3 Complete
Overtime	The Facts Complete

SURVIVORS	
Secret of Charlie's Gold	Day 3, 4am
Ante Up	Day 3, 9am
Chemical Dependency	Day 3, 11am
Snake in the Grass	Day 3, 3pm
Demand and Supply	Day 3, 9pm
Bent Wood	Day 4, 2am



AMERICANA CASINO



OVERVIEW

As American as it gets, the Americana Casino is full to the brim with drinkin', gamblin' and old-fashioned western entertainment. Stop by the central Shots & Awe to mix a few drinks when passing through—a great way to keep Frank up and on his feet.

ACTIVITY

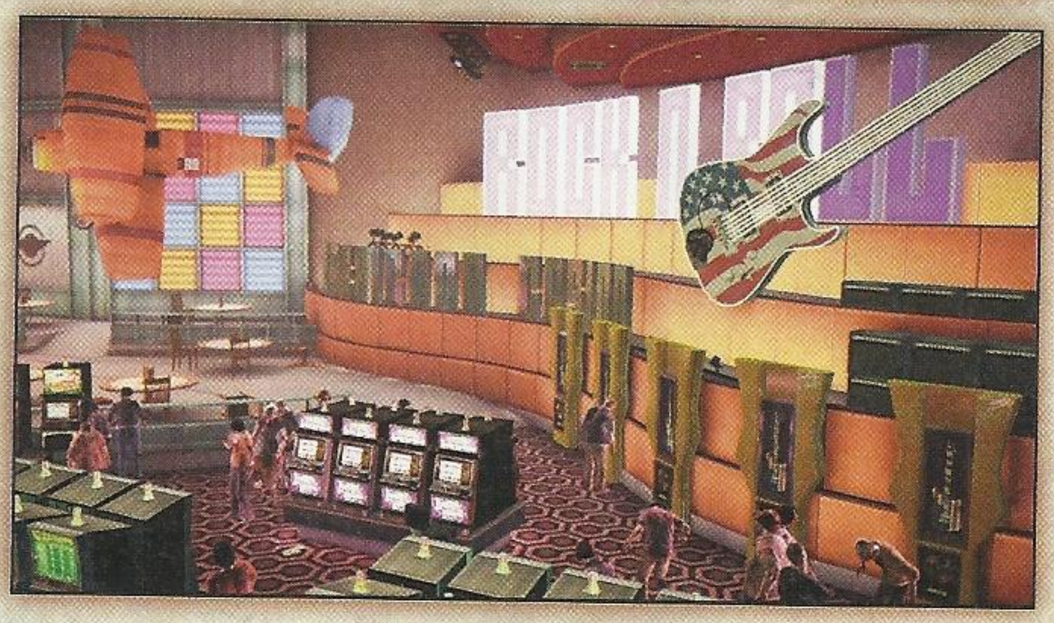
CASE FILES	
Case 4-2	4-1 Complete
Case 5-1	Day 3, 12am
Overtime	The Facts Complete

SURVIVORS	
Know When to Fold 'em	Day 1, 8am
Lush-ious Lady	Day 1, 2pm

SECURITY BOX KEYS	
#044	$100
#083	$100,000

STICKER DETAILS	MAP CALLOUT
From atop the hanging lamp, the top of the orange plane	1
The Americana Casino sign as seen from the front of American Historium	2
The top of the closed windows inside the cashier room	3
The top of the Cash Me If You Can booth	4
The American Historium store sign	5
The face of a Purse Daddy slot machine near the Fortune Park entrance	6
Behind the large pink Rock N Roll sign.	7
The top center monitor inside of the security room.	8
The Snowflake poster near the Fortune Park entrance	9





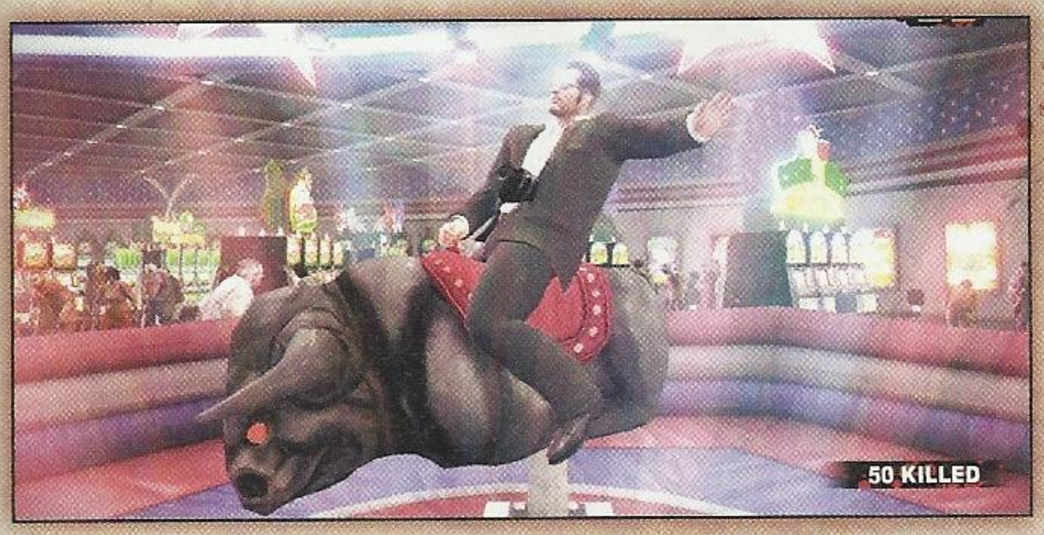
MINIGAMES



Cash Me If You Can

COST: $100

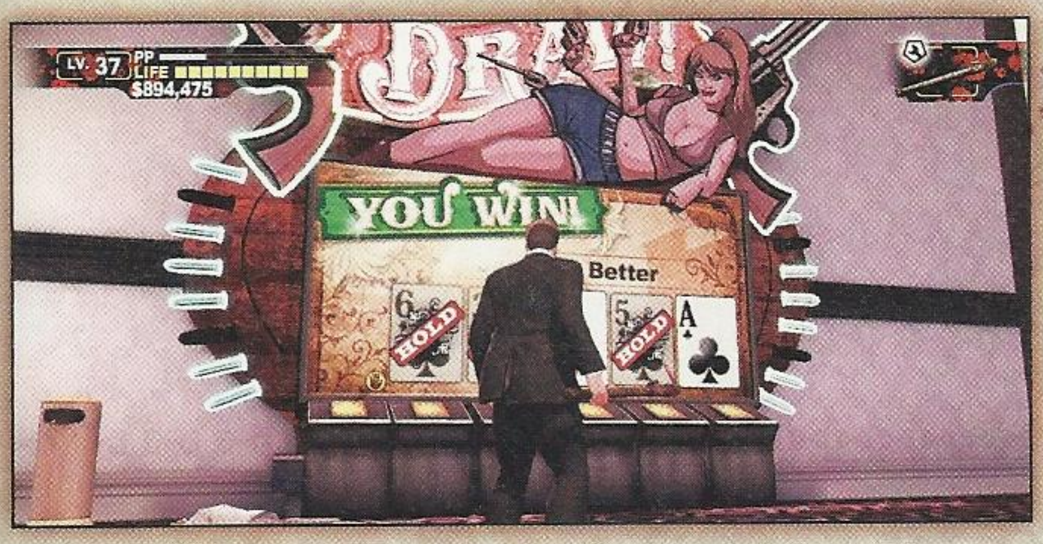
Frank's given a short period of time to grab as much money as he can. The dollar amounts are separated between $5, $10, $50, and $200, with each grab rising toward the next increment. While the payout's not huge, it's a guaranteed money increase.



Ride the Thunder

COST: $1,000

A true test of reflexes, this mechanical bull bumps and swings in an effort to knock Frank clean on his back. Press the displayed button before time runs out to keep a grip. Take too long or press the wrong button, and Frank gets flipped. Perform well for large PP bonuses, with each successful ride costing more but paying out larger sums in the end.



Wild West Poker

COST: $100

Located right next to the Royal Flush Plaza entrance, the Wild West Poker minigame challenges Frank to craft a winning five-card hand. Use the panels to hold cards he wants to keep before drawing a second and final time.

MAINTENANCE ROOMS

Room #1

Inside: Fountain Firework, Propane Tank, Lizard Mask

Nearby: Rocket Fireworks, Pylon

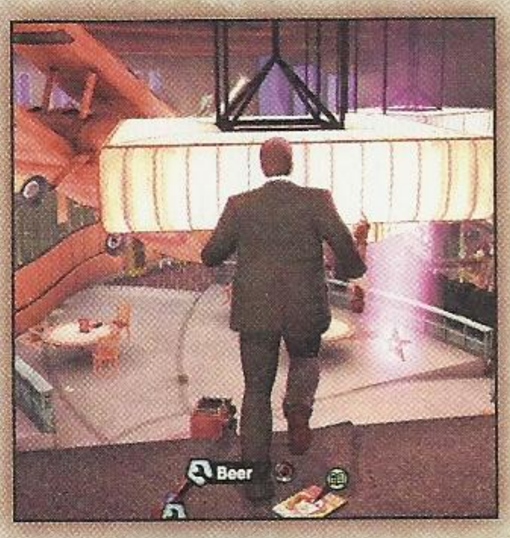


HIDDEN FEATURES

Hop, Skip, and a Jump Away

Goodies: Battle Axe, *Hangover Cures* Magazine, Sports Fan Face Paint, Money Case

Head over to Bennie Jack's BBQ Shack and take the stairs to the second floor, then turn right. Hop across the light fixtures until Frank lands at the stash of goodies.





ATLANTICA CASINO



OVERVIEW

Win big and enjoy the earnings in a relaxed, cool underwater-themed casino garden. Stop by Sipparellos for a drink and impress the crowd with expert dolphin riding. It's too bad to see it all go to waste due to the outbreak.

ACTIVITY

CASE FILES	
Case 4-2	4-1 Complete

SURVIVORS	
High Rollers	Day 3, 1am
Stranded Siren	Day 3, 4am
Slave to Fashion	Day 2, 8am

PSYCHOPATHS	
World's Deadliest Trick	Day 4, 12am

SECURITY BOX KEYS	
#999	$25,000, Zombrex
#009	$25,000

STICKER DETAILS	MAP CALLOUT
The left foot of the "High Rollers" poker table	11
The Poseidon statue at the Fortune Park entrance	12
The Reed & Roger poster above the leftmost theater doorway.	13
The base of the shell seat near the Uranus Zone entrance	14
The corner tabletop just inside the security room	15





MINIGAMES

Ride the Waves



COST: $2,000

Hop on this spunky dolphin and take a ride. Keep your grip tight and don't fall off! Stay up top to earn 1,000 PP.

Wheel of Destiny



COST: $1,000

Take a spin on the Wheel of Destiny and win big, or go home broke. Gifts earn Frank PP, treasure earns money, and he's skull draws put Frank out of luck. He can't win off the same space twice, and subsequent spins cost more money.

Killer Blackjack



COST: $1,000

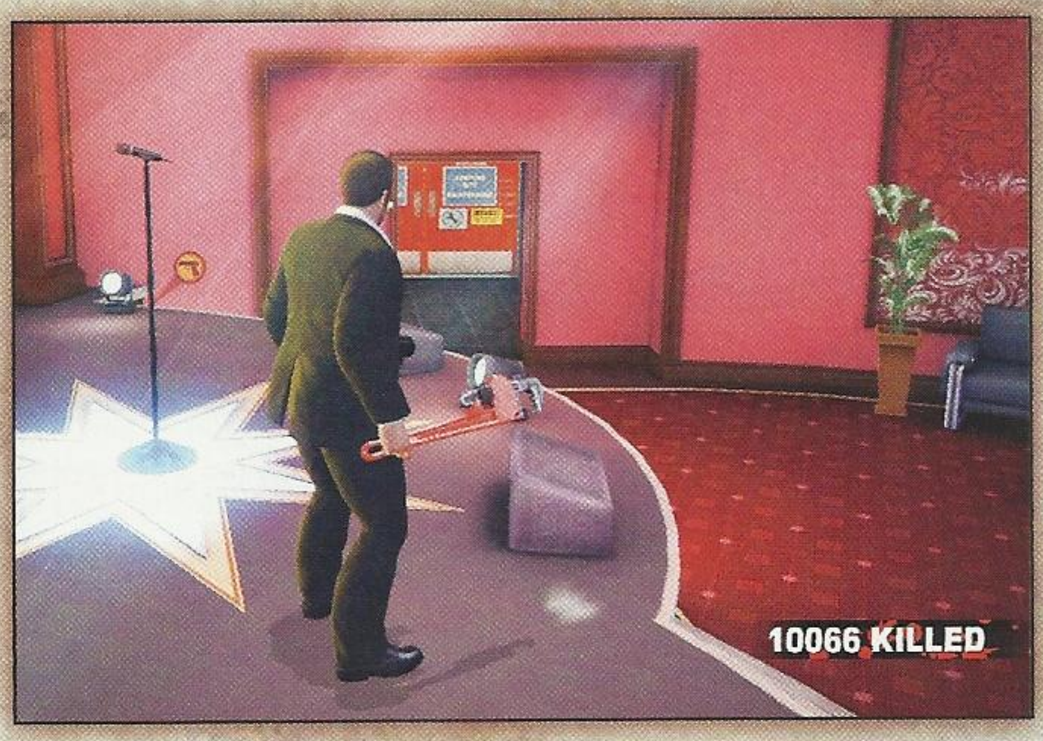
Play a round or two of Killer Blackjack and beat out the dealer to win $4,000. The player with the higher card total equaling 21 or lower wins the hand.

MAINTENANCE ROOMS

Room #1

Inside: Training Sword, Propane Tank, Motor Oil, Box of Nails

Nearby: Beer, Push Broom

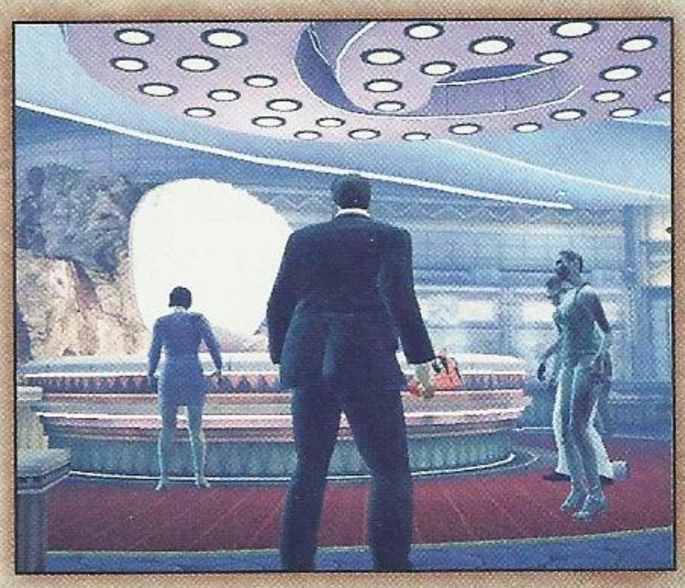


HIDDEN FEATURES

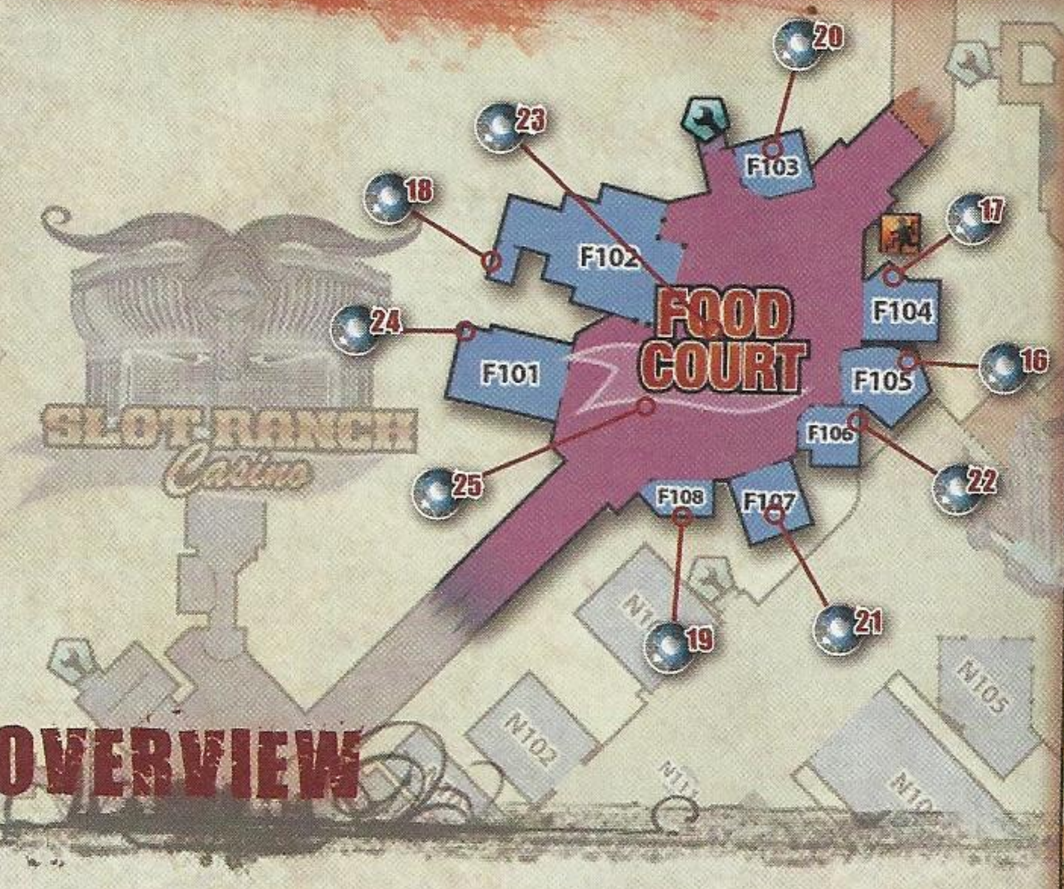
Equipped and Ready to Fight

Goodies: Machete, LMG, Training Sword and Shield, Assault Rifle, Money Case

Head toward the entrance to the Uranus Zone and jump on top of the nearby seashell just in front. From here, leap onto the octopus ceiling feature and search the tentacles to find these items.

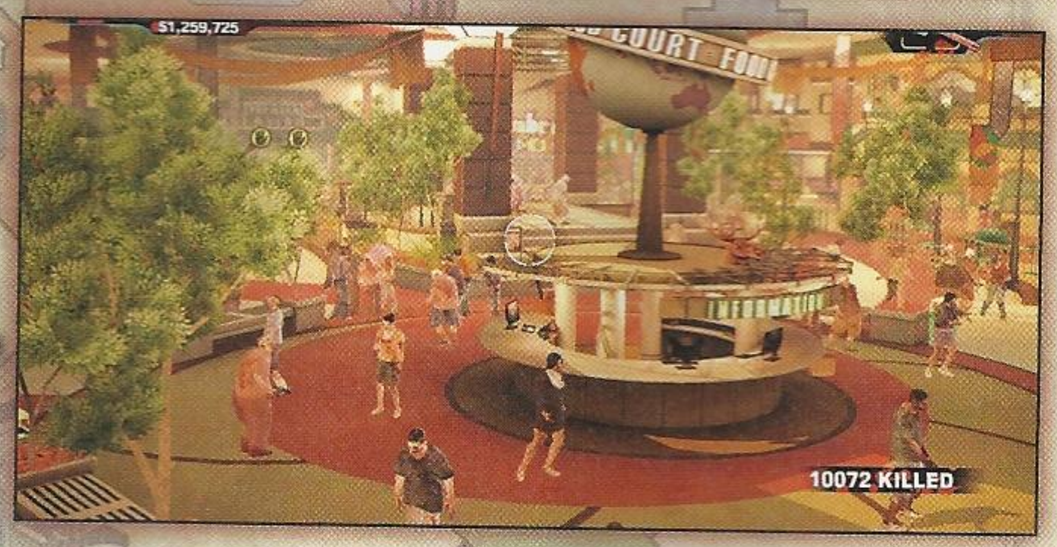


FOOD COURT



OVERVIEW

Racing through a vast casino empire can really drain one's stamina and build up hunger. Refuel at the Food Court and stock up on extra food for insurance against the damage that Frank succumbs to in other, less food-abundant areas.





ACTIVITY

SURVIVORS	
Big Game Stakes	Day 2, 7pm
Family Feud	Day 4, 1am

PSYCHOPATHS	
Tastes Like Chicken	Day 1, 11pm

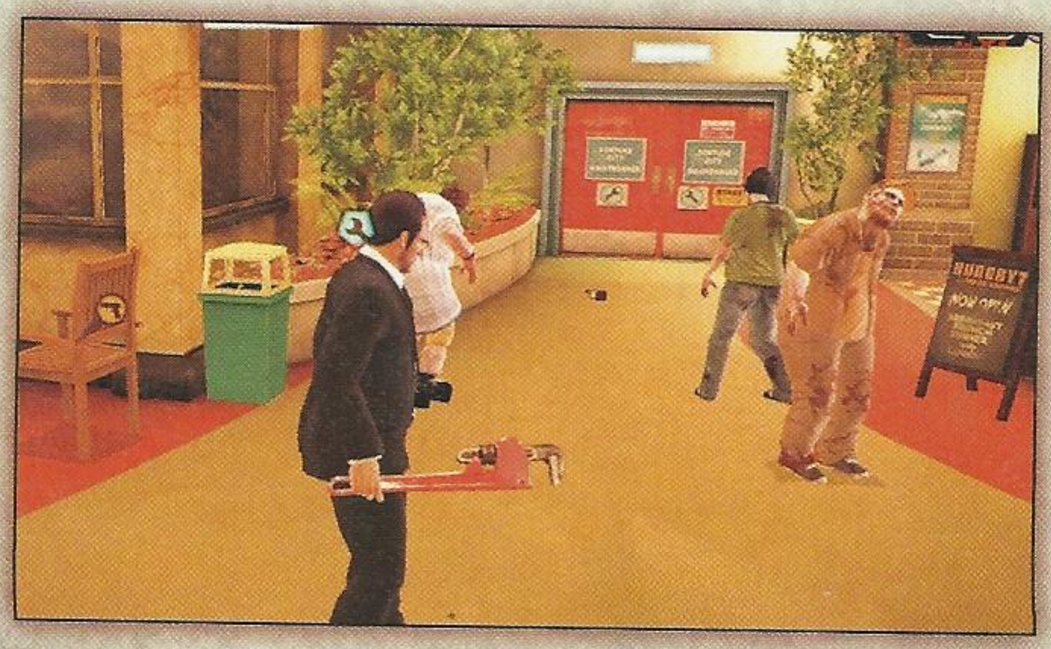
STICKER DETAILS	MAP CALLOUT
The rightmost knight inside Hamburger Fiefdom	16
Inside Lombardi's, one of the giant lollipop displays above a Jellybean island	17
A box inside the storage room in Cucina Donnacci	18
The soda dispenser behind the counter at Speedy Expresso	19
The glass counter at Cheesecake Mania	20
The sign between the menus at Hungry Joe's	21
Behind the Fancy Painting in Rojo Diablo	22
The sign at the feet of the Slappy statue in the central plaza	23
The Buffalo Gals poster (in the middle) just outside of the kitchen in Wild West Grill	24
The Food Court globe above the information booth	25

MAINTENANCE ROOMS

Room #1

Inside: Dynamite, Blue Spray Paint, Fire Extinguisher

Nearby: Pylon, Whiskey x2, Green Spray Paint, Plates x2, Push Broom



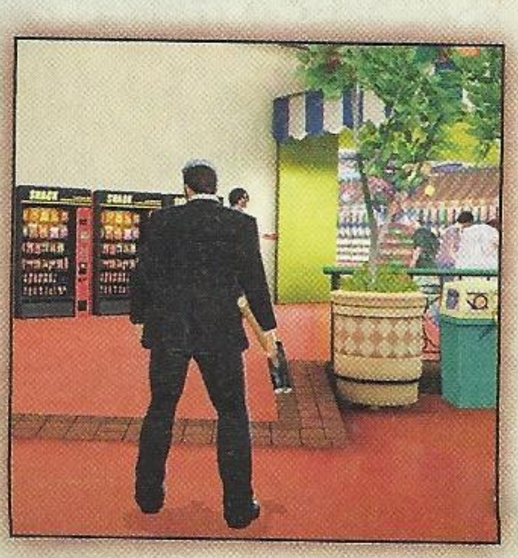
HIDDEN FEATURES

Well-Fed and Well-Prepared

Goodies: Assault Rifle, Dynamite, Bow and Arrow

Jump onto the vending machines to the left of Lombardi's and climb up on the store's awning. Follow the path all the way around the Food Court to discover some helpful items.





FORTUNE CITY ARENA

OVERVIEW

Home to Fortune City's biggest draw, the Arena plays host to the pay-per-view television hit "Terror Is Reality." Try not to get tackled by the undead wrestling fans while admiring Frank's form on the surrounding banners.







ACTIVITY

CASE FILES	
Overtime	The Facts Complete

SURVIVORS	
Barn Burner	Day 3, 3am

SECURITY BOX KEYS	
#052	$100,000
#097	Gambling Magazine

MINIGAMES

Standee

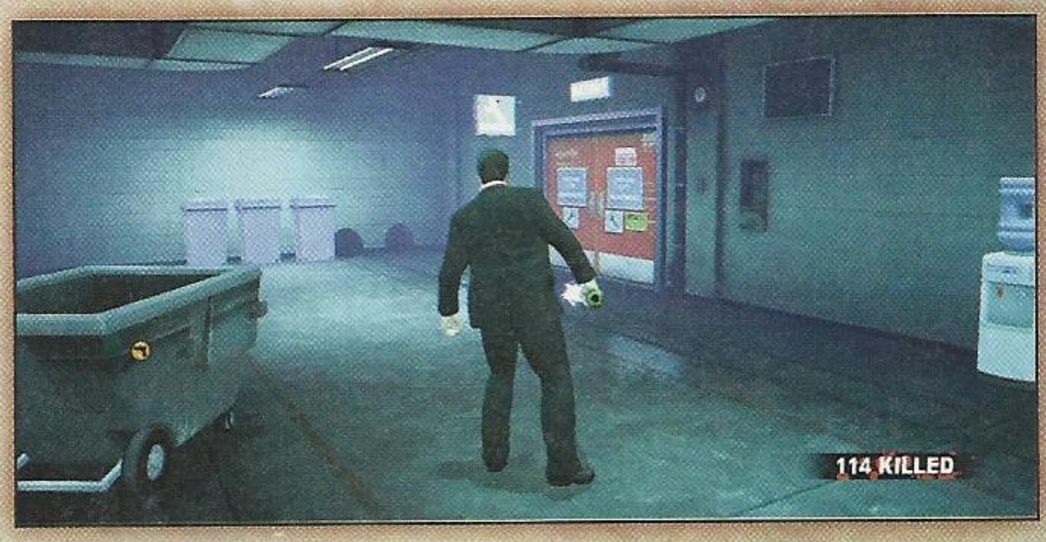
Stop by the Standee next to the arena staircase and put on a smile for a quick 1,000 PP.



MAINTENANCE ROOMS

Room #1

Inside: Flashlight, Computer Case, USA Spray Paint, Green Spray Paint-
Nearby: Pylon, Push Broom, Fire Axe



FORTUNE PARK



OVERVIEW

The center point of Fortune City, Fortune Park serves as a hub for a majority of the city's locales. If the zombies get too touchy-feely during your casual walk outside, hop over one of the many fenced-off areas for some well-deserved peace.

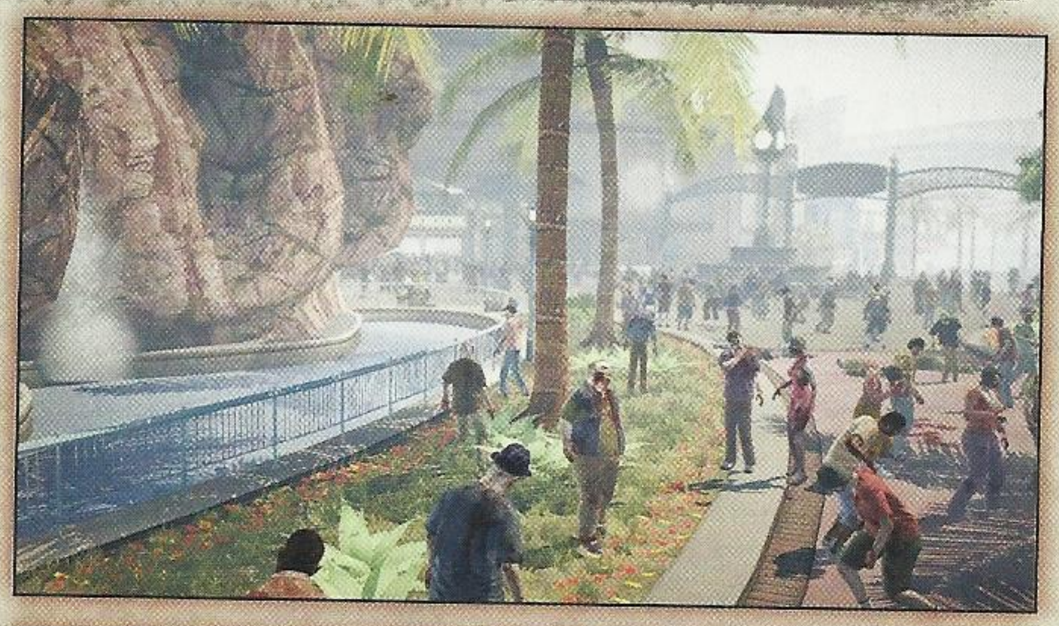
ACTIVITY

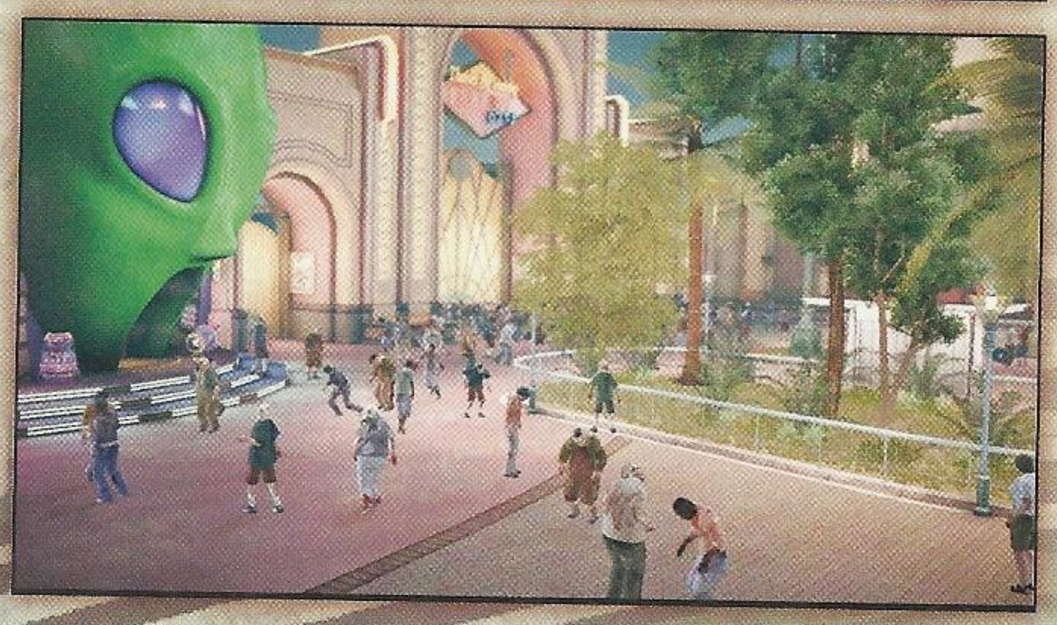
CASE FILES	
The Facts	8-3 Complete

PSYCHOPATHS	
People Like Us	Day 1, 3pm
Live Free or Die	Day 3, 12am

SECURITY BOX KEYS	
#304	$100,000
#185	$10,000

STICKER DETAILS	MAP CALLOUT
The Fortune Park sign as seen from the Platinum Strip	45
The nose on the giant alien entrance to Uranus Zone	46
The Atlantica Casino sign	47
The Fortune City sign on the rock structure	48
The large Silver Strip sign	49





MINIGAMES

Motion Madness



COST: $2,000

Jump into this giant hamster ball for an opportunity to earn some head-spinning PP. To keep Frank balanced, press and hold the series of directions displayed by on-screen commands. Master this increasing difficult minigame three times, and Frank is able to ride the ball off of the platform and over the zombies gathered nearby!

MAINTENANCE ROOMS



Room #1

Inside: Pylon, Bowie Knife, Boxing Gloves

Nearby: Water Gun, Green Spray Paint, Lawnmower, Leaf Rake



Room #2

Inside: 2x4 x2, Lawnmower, Chef Knife, Battery

Nearby: Wheelchair, Leaf Rake,
Grass Trimmer



Room #3

Inside: Lawn Dart x2, Dynamite

Nearby: Escape Pod x2,
Football, Dynamite



PALISADES MALL



OVERVIEW

Palisades Mall once offered visitors a shopping paradise for all their spending needs. The upstairs High-Noon Shooting Range offers a variety of weapons for the gun enthusiast, with Chris' Fine Foods next door offering the healthy-minded shopper a place to pick up some much-needed refreshment. These sites, along with many other shops, give the valiant explorer plenty to get his hands on.





ACTIVITY

CASE FILES	
Overtime	The Facts Complete

SURVIVORS	
Art Appreciation	Day 1, 5pm
Hanging Around	Day 2, 12am
Hunger Pains	Day 3, 5am
Tape It or Die 1	Day 3, 6am
Fetching Females	Day 3, 6pm
Tape It or Die 2	Day 4, 8am

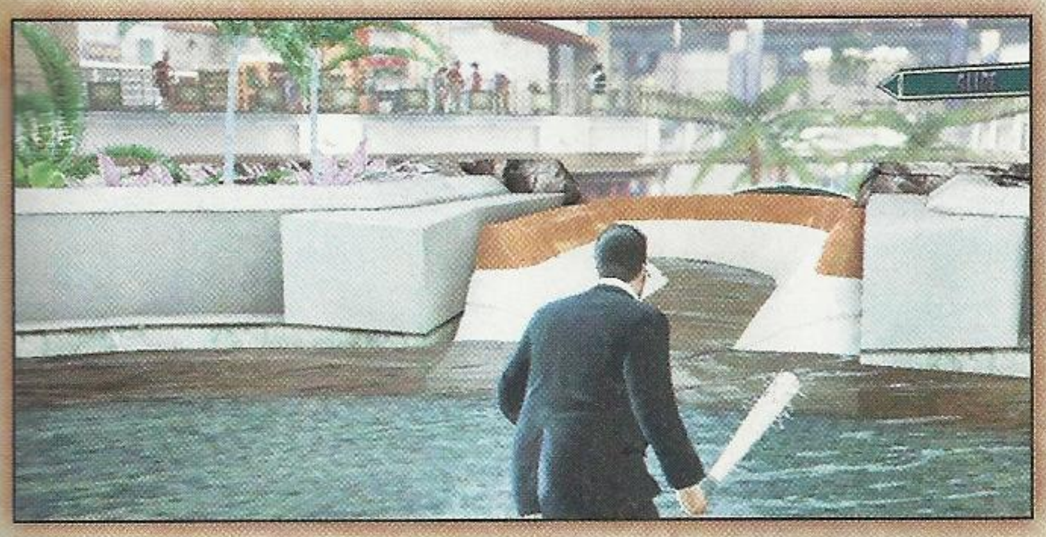
PSYCHOPATHS	
Everyone Knows Slappy	Day 2, 12pm

SECURITY BOX KEYS	
#112	$50,000
#040	$100,000
#045	$50,000

STICKER DETAILS	MAP CALLOUT
The Uranus Zone poster in front of the Atlantica Casino entrance	53
The top of the archway behind the bar in the middle pool area	54
The crouch of a bodybuilder poster inside Flexin'	55
The white surfboard behind the counter at Beach Body Swim House	56
The Shanks store sign	57
The blue swirl painting inside The Cleroux Collection	58
Above the Pawnshop "Custom Supplies" sign.	59
The Slappy Here Today poster on the left side of Kids' Choice Clothing	60
The middle weapons display in Ned's Knicknackery	61
The Yucatan Casino sign	62

MINIGAMES

Water Slide



Visit Palisades featured central pool bar for a few drinks and a nice dip in the pool. Head up top and ride down the water slide for 10,000 PP!

MAINTENANCE ROOMS

Room #1



Inside: Computer Case, Electric Guitar, Amplifier, Flashlight

Nearby: Fire Extinguisher, Drill Motor

Room #2



Inside: Whiskey, Lawnmower, Newspaper, 2x4 x2

Nearby: Box of Nails

Room #3



Inside: Bowie Knife, Boomerang, Chef Knife, Boxing Gloves

Nearby: Fire Extinguisher

HIDDEN FEATURES

Brand New Shortcut



Complete the Wilted Flower survivor mission to open up a quick and dirty shortcut straight from the upstairs Brand New U clothing store to the Royal Flush Plaza restroom. This is a perfect way to speed up survivor returns, open for use permanently after Frank completes the mission!

Sickle to Death



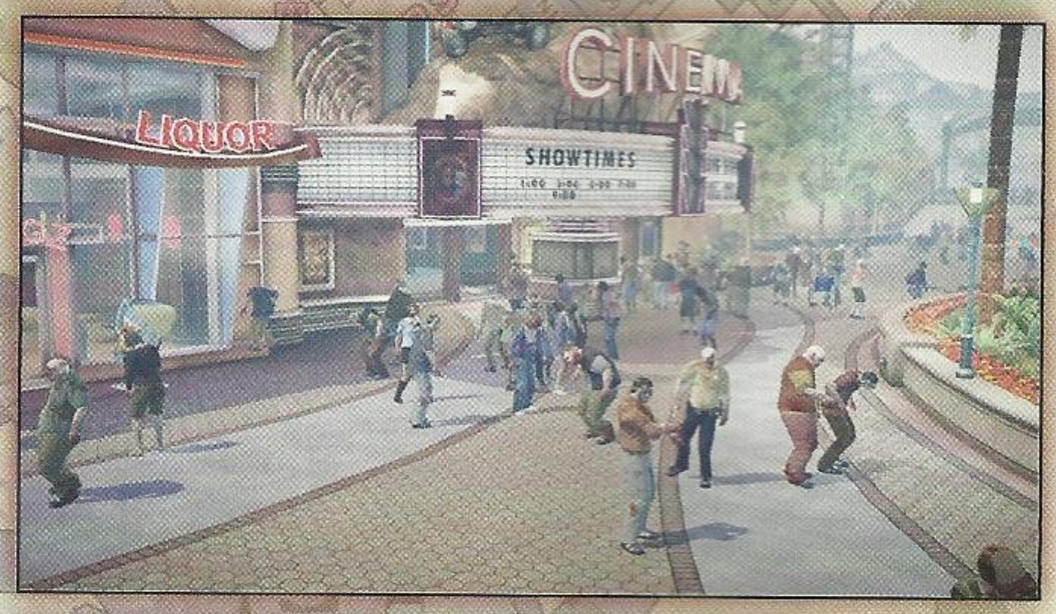


Goodies: Sickle

Head to the Sever Ties kiosk on the second floor and hop up to the bright sign to find a lovely Sickle, perfect for showing the undead the true meaning of death.

PLATINUM STRIP







OVERVIEW

The sprawling entrance to the infamous Fortune City Arena, the Platinum Strip invites guests with an lush array of palm trees, souvenir shops, and banners showcasing the hot event of the night. Stop by the cinema for a relaxing film before the bloody TIR event begins.

ACTIVITY

CASE FILES	
The Facts	8-3 Complete

SURVIVORS	
Lost	Day 1, 12pm

PSYCHOPATHS	
Live Free or Die	Day 3, 12am
Snow Job	Day 3, 7pm

STICKER DETAILS	MAP CALLOUT
The wall behind the large Fortune City Arena sign	36
The Directory map on the side of the Fortune City Arena entrance	37
The large stamp on the From Fortune With Love store sign	38
The counter behind the bar at Juggz	39
The Megaman 2 movie standee inside Paradise Platinum Screens	40
The red neon above an island of Barnyard Bonanza slot machines in Cash Gordon's Casino	41
The store sign of a Souvenirs stand outside Fortune City Arena	42
The Moe's Imagination store sign	43
Between the two marquees at Paradise Platinum Screens	44

MINIGAMES

Standee



Stop by the Standee next to the souvenir kiosk near the front of the Fortune City Arena. Put on a smile, and walk away with an easy 1,000 PP bonus!

Fortune City Film Festival



Examine the theater doors at Paradise Platinum Screens during one of the advertised times to watch a film and earn 2,000 PP. Frank can snag the Burning Skull Combo Card by watching *Paddle Party Massacre!* at 9pm. Sit through the unlisted *Time Share Video* at 12am for an impressive 10,000 PP!

MAINTENANCE ROOMS

Room #1



Inside: Tennis Ball Launcher, Whiskey x2, Saw Blade x2

Nearby: Wheelchair, Newspaper, Sickle, Sledge Hammer

Room #2



Inside: Power Drill, Leaf Blower

Nearby: Parasol, Battery, Medical Tray

Room #3



Inside: Flashlight, Box of Nails, Propane Tank

Nearby: Parasol, Gems

HIDDEN FEATURES

Fortune Up Above

Goodies: Meat Cleaver, Fire Axe, Shotgun

Jump up onto the construction area right next to the Fortune City Hotel to access a series of rooftops on the southern side of the Platinum Strip. Frank can find two complete meals and a cleaver atop Dining at Davey's. Continue onto the rooftop of From Fortune with Love, where a Fire Axe is impaled on a Zombrex billboard. Frank can also get a shotgun at the end of this secret path.







A Good View at the Theater

Goodies: Sniper Rifle, Battery, Medical Tray, Remote Mine, *Four Wheel Fun* Magazine

Access the northern rooftops by jumping onto the snack machine to the left of Cash Gordon's Casino. Frank can pick up a sniper rifle on the roof of this gambling establishment. The battery and medical tray found atop Juggz make for useful combo weapons parts for the Maintenance Room below. Finally, the rooftop of Paradise Platinum Screens features a mine and the *Four Wheel Fun* magazine.

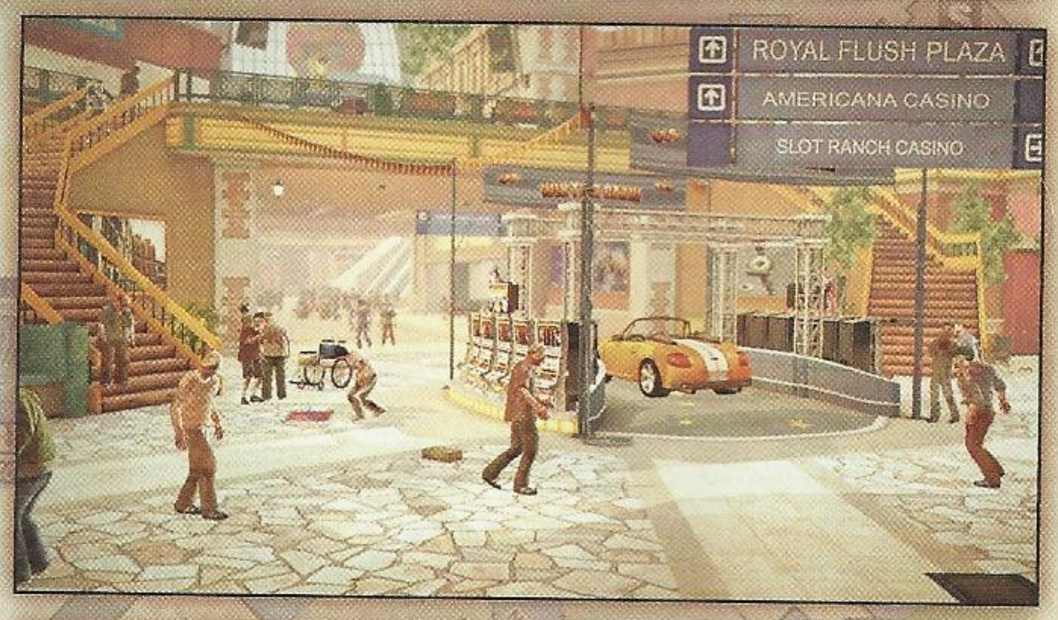






ROYAL FLUSH PLAZA







OVERVIEW

Frank's first stop outside of the safe house, Royal Flush Plaza acts as an introduction to the sprawling city. The Dark Bean and Roy's Mart offer food items when Frank needs to stock up on health items, while the variety of shops within offer fun activities and deadly items to experiment with.

ACTIVITY

CASE FILES	
Case 7-1	Day 4, 9am
Case 7-1	The Facts Complete

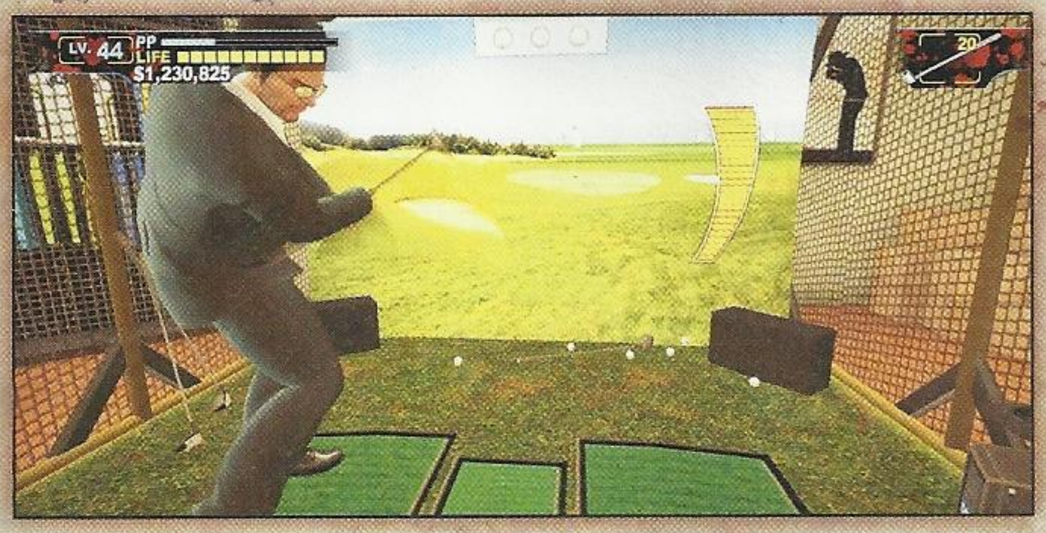
SURVIVORS	
Happily Ever After…Sort Of…	Day 1, 4am
Par for the Course	Day 2, 7pm
Short Sighted	Day 4, 3am

PSYCHOPATHS	
Mail Order Zombrex	Day 2, 11pm
Snow Job	Day 3, 7pm

SECURITY BOX KEYS	
#203	$]$50,000
#001	$]$50,000
#145	Thrifty Trader Magazine
#666	$]$50,000

STICKER DETAILS	MAP CALLOUT
The grey blimp high above the Flaming Dice plaza	63
The end of the plant post on the Antoine's store sign	64
The counter of the Maintenance Room near the Safe House	65
The 3 die on the Flaming Craps sign	66
The Dark Bean sign as seen from the entrance to the Safe House hallway	67
The Casino Cup sign inside Sportrance	68
The east-facing rigging above the Sports Car	69
The Roy's Mart store sign	70
The Exit sign right next to the Safe House entrance	71
The Health and Safety poster inside the Roy's Mart pharmacy room	72

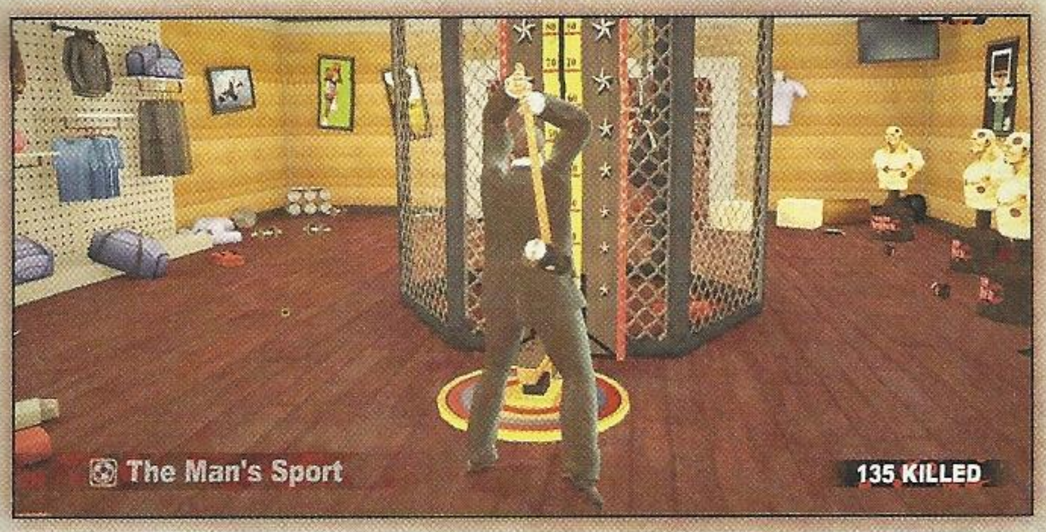
MINIGAMES



Casino Cup

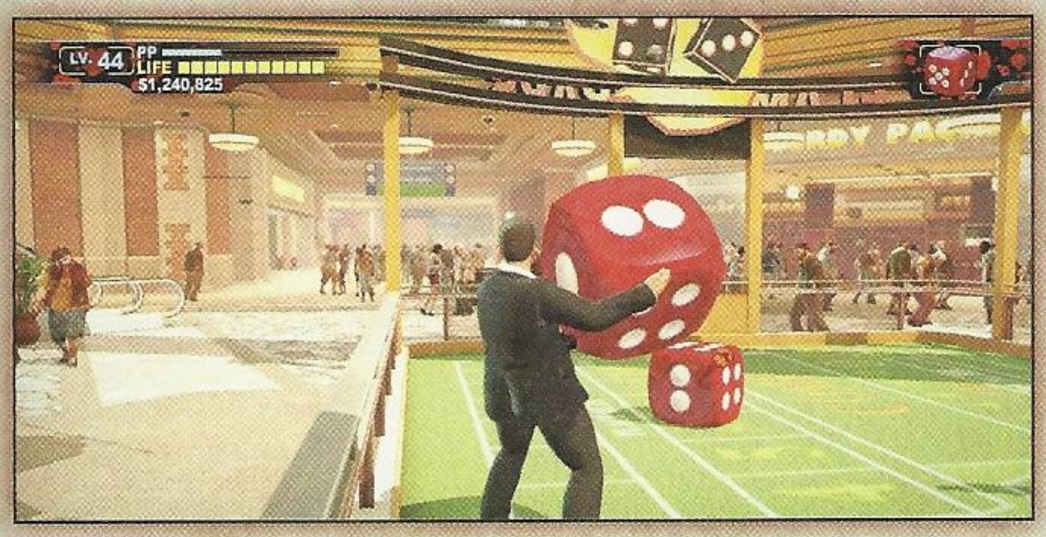
COST: $2,000

Relax with a game of golf in SporTrance. Press the indicated button to start the swing, and then hit it a second time right as it enters the sweet zone. Knock one in to walk away with money and PP!



Test of Strength

Swing by the Man's Sport with a sledge hammer in hand and take a heavy whack on the Test of Strength machine. Frank's strength isn't just impressive, but it also earns him more quick and easy PP!



Flaming Craps

Hop into Flaming Craps and pick up a die. Toss and hope for a total of seven between the dice. Hit it right for 10,000 PP!

MAINTENANCE ROOMS

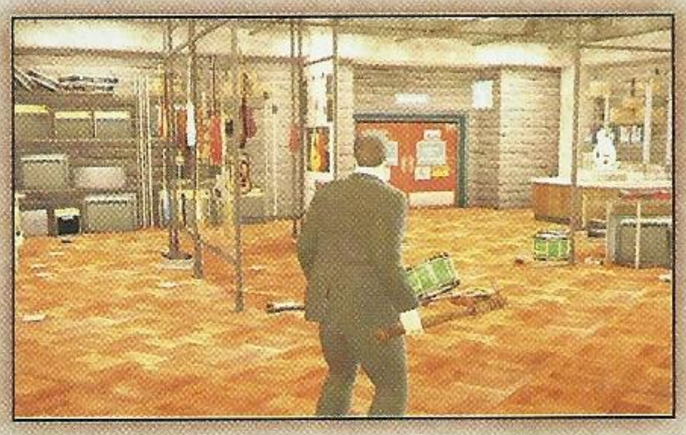
Room #1



Inside: Box of Nails, Baseball Bat

Nearby: Baseball Bat, Push Broom x2, Bucket x2, Computer Case, Power Drill, Flashlight

Room #2



Inside: Battery x2

Nearby: Electric Guitar [infinite], Wheelchair, Amplifier [infinite]

Room #3

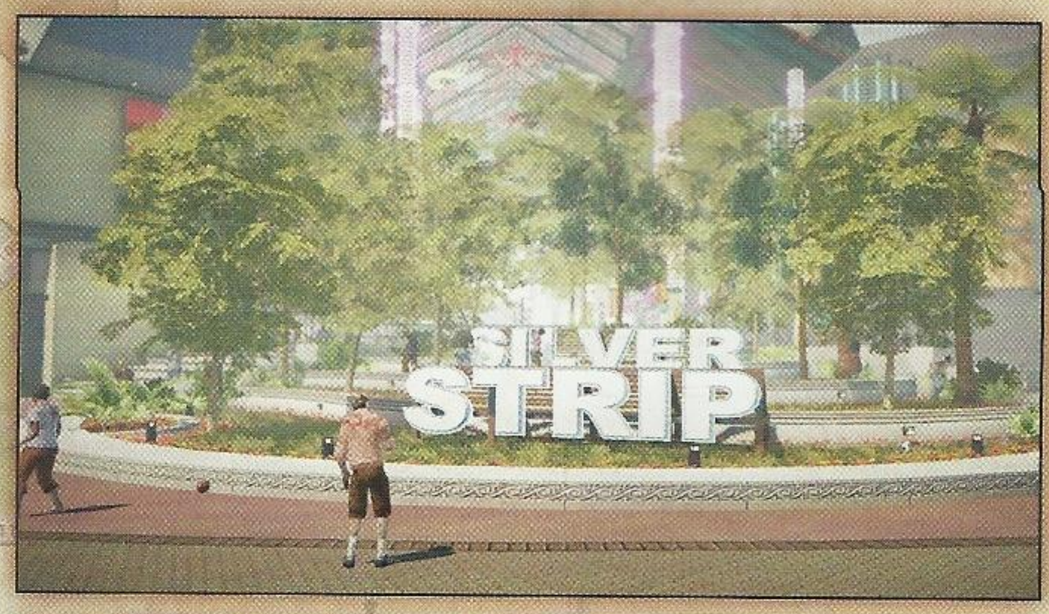


Inside: Machete, Power Drill

Nearby: Spear, Push Broom x2, Bucket, Fire Extinguisher

SILVER STRIP







OVERVIEW

The seedier, livelier outdoors avenue, the Silver Strip gleams with red lights and hot times for the adventurer in all of us. Don't get distracted by all of the pleasure centers, because the meat here's been dead for quite some time.

ACTIVITY

CASE FILES	
The Facts	8-3 Complete
Overtime	The Facts Complete

SURVIVORS	
Once Bitten	Day 1, 8pm
Code Blue	Day 1, 10pm
Rock Heroes	Day 2, 4am
Bank Run	Day 3, 6am
Long Legs of the Law	Day 3, 12pm
Delta Point 1	Day 4, 9am

PSYCHOPATHS	
Here Comes the Groom	Day 2, 7am
Code Blue	Day 1, 10pm
Rock Heroes	Day 2, 4am

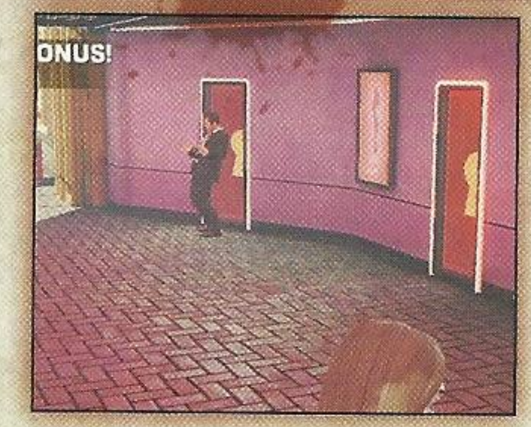
SECURITY BOX KEYS	
#690	$50,000, Massager

STICKER DETAILS	MAP CALLOUT
Above the Angel Lust sign on the stage	50
The top of the Yucatan Casino sign	51

MINIGAMES

Peep Show

COST: $1,000



Frank deserves a little fun now and then. Activate the Peep Show at the Peep Hole for some guilty pleasure and 1,000 PP!

Fortune Whisperer

COST: $500



For a price, this mechanical fortune teller in front of One Little Duck Bingo offers Frank useful advice and PP bonuses. Be wary not to go past $250,000, as your $500,000 gives you nothing in return!

MAINTENANCE ROOMS

Room #1



Inside: Dynamite, Fire Extinguisher, Lead Pipe

Nearby: Rocket Fireworks

Room #2



Inside: Chainsaw, Machete, Push Broom, MMA Gloves

Nearby: Paddle, 2x4 x2, Lead Pipe x2

Room #3



Inside: Machete, Push Broom

Nearby: Toy Helicopter

Room #4



Inside: Amplifier, Flashlight, Gems

Nearby: Push Broom, Electric Guitar, Chainsaw, Massager, Flashlight, Toy Helicopter

Room #5



Inside: Goblin Mask, Boxing Gloves, Bowie Knife, Battery

Nearby: Bucket, Push Broom, Red Spray Paint, Baseball Bat x3, Boxing Gloves x2, Boomerang, Stick Pony, Water Gun x2

Room #6

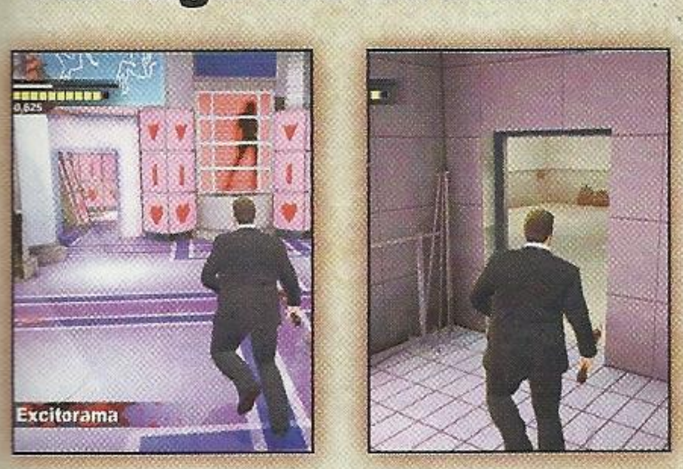


Inside: Box of Nails x2, Saw Blade, Baseball Bat

Nearby: Cement Saw, 2x4, Drill Saw, Lawnmower, Lizard Mask, Plates, Beer, USA Spray Paint, Chef Knife

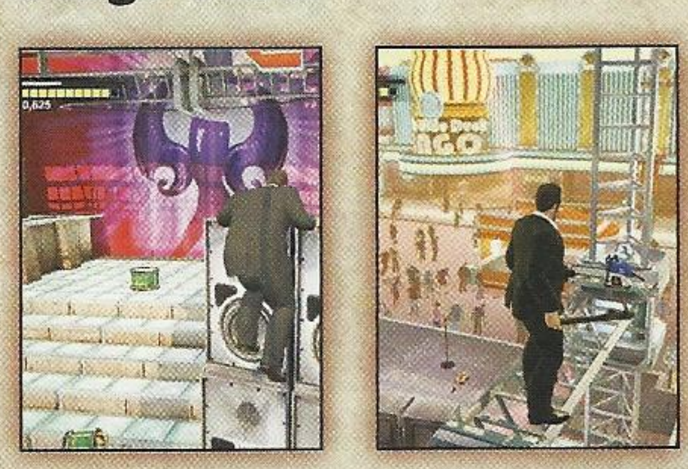
HIDDEN FEATURES

Through the Backdoor



Go through the back of the Hot Excitorama to find a Maintenance Room and a convenient shortcut to the Palisades Mall.

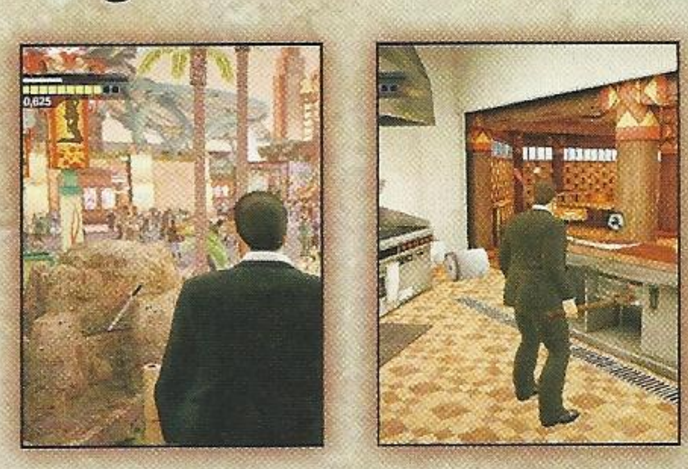
Stage Crew



Goodies: Chainsaw

Jump onto the Angel Lust stage and up the speakers to access a Chainsaw on the rafters.

King Frank



Goodies: Broadsword, Katana

Sneak behind the rock to the right of Luaii Wauwii to find a wedged broadsword. Pull the blade out with a little effort, and go medieval on the zombie horde! Stop by the restaurant's kitchen to discover a katana and some healthy food items.

SLOT RANCH CASINO



OVERVIEW

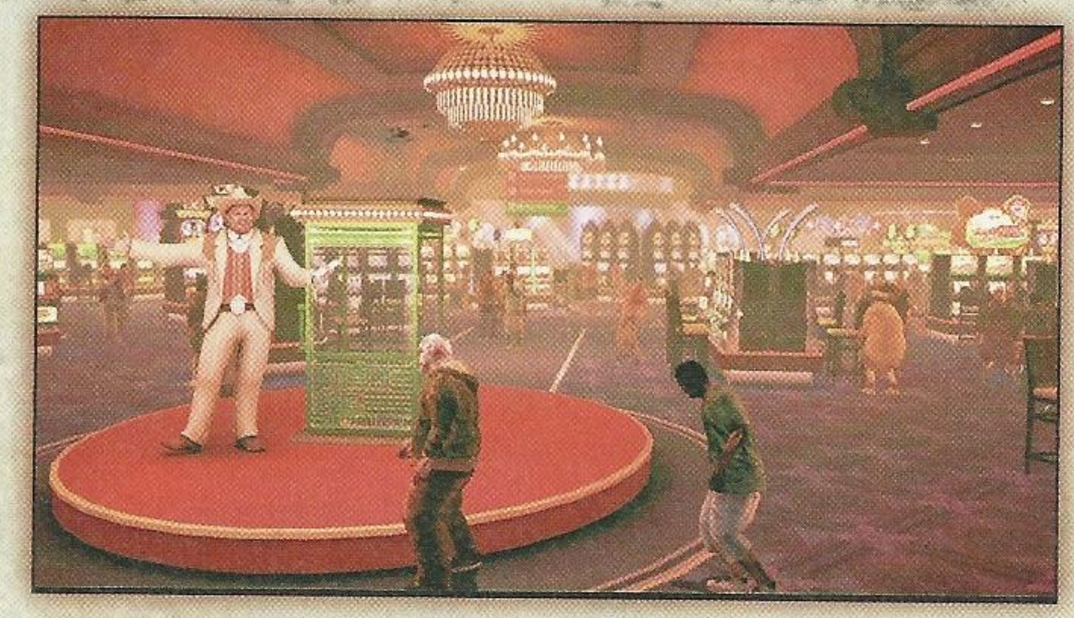
Gamble big and win big. The Slot Ranch Casino is home to islands of slot machines, as well as live entertainment and plenty of chances to knock zombie heads while stacking up wads of cash.

ACTIVITY

CASE FILES	
Case 4-2	4-1 Complete
The Facts	8-3 Complete

SURVIVORS	
One Hit Wonder	Day 3, 3pm

STICKER DETAILS	MAP CALLOUT
The counter behind the bar	26
The counter inside the backstage Maintenance Room	27
The direction sign in front of the hallway between Slot Ranch Casino and Food Court	28
The sign above the restroom entrance	29
One of the sun patterns on the ceiling between Slot Ranch Casino and Food Court	30
The middle machine in a set of Monster's Moolah slot machines.	31
The leftmost Bibi poster in the stage area.	32
The bulletin board inside the security room.	33
The sign above a set of Barnyard Bonanza slot machines	34
The hand of the mannequin standing next to the "Catch Me If You Can"	35





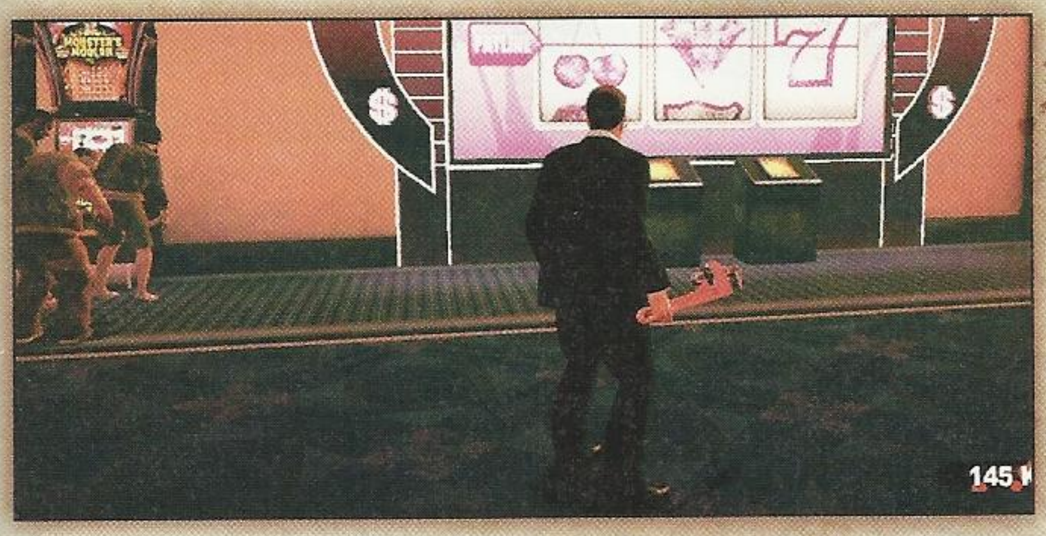
MINIGAMES



Cash Me If You Can

COST: $100

Step into the cash grab and smash the indicated button to rack up the bucks for easy profit. The winnings aren't huge, but they're guaranteed every time!



Diamonds and Glitter

COST: $100

Place your bets on this massive slot machine for the chance to win big. It's cheap to roll, so give it a few tries, and Frank's likely to walk away a richer man.

MAINTENANCE ROOMS

Room #1

Inside: Leaf Blower, Gems, Whiskey, Newspaper

Nearby: Training Sword, Katana



HIDDEN FEATURES

Music and Swordfights

Goodies: Katana, Training Sword, Show Girl Head Piece

Explore the stage's Performers Only area in the back to find a pile of boxes that Frank can climb on to access a katana and a sword. For extra style, grab the Show Girl Head Piece in the same area.





SOUTH PLAZA/FORTUNE CITY HOTEL



OVERVIEW

Still under development, South Plaza once had the potential to match the rest of Fortune City's glamorous appeal, but those hopes are now dashed with the recent outbreak, scattering survivors from the nearby Fortune City Hotel. Due to its state of construction, there are a whopping four Maintenance Rooms that Frank can take advantage of in the area.

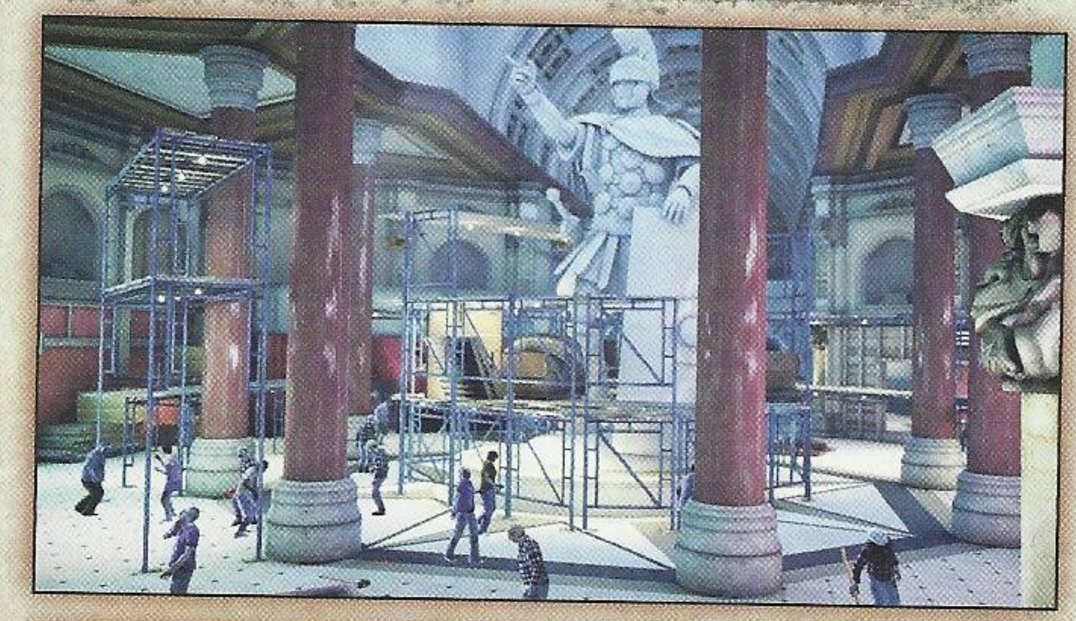
ACTIVITY

SURVIVORS	
Brains Over Brawn	Day 1, 4pm
An Industrial Fashion	Day 2, 1am
Slave to Fashion	Day 2, 8am

PSYCHOPATHS	
WWJWD	Day 3, 4am

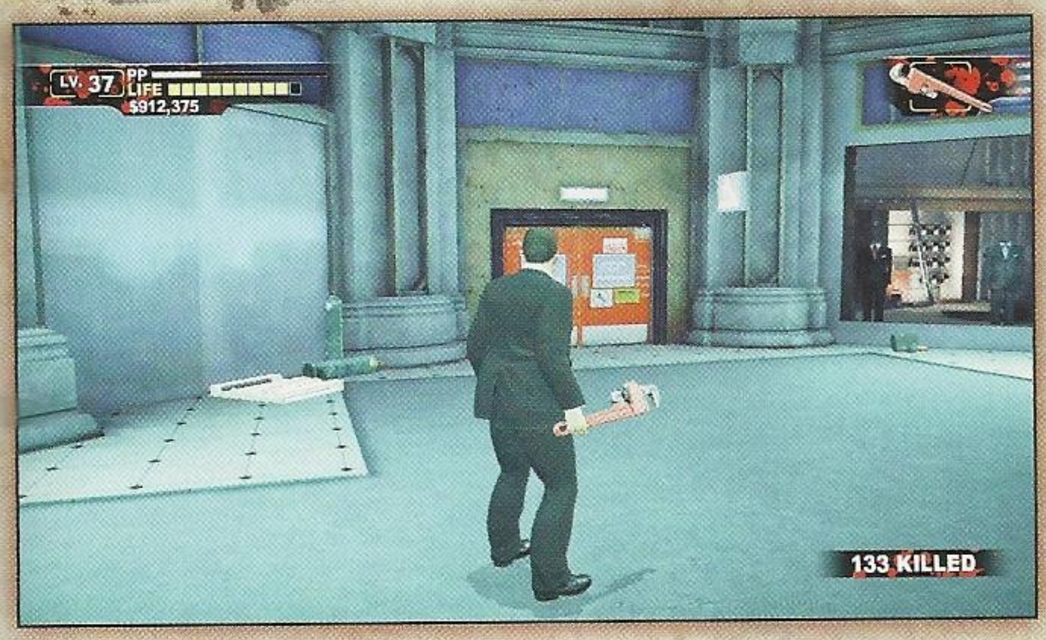
SECURITY BOX KEYS	
#673	Zombrex, Gems

STICKER DETAILS	MAP CALLOUT
The Canadian geese mural behind the Fortune City Hotel counter	73
In the Fortune City Hotel, above the light between the two elevators.	74
The counter inside the Maintenance Room near the Fortune City Arena entrance	75
The shield of the giant statue.	76





MAINTENANCE ROOMS



Room #1

Inside: Dynamite x2, Power Drill, Fire Extinguisher

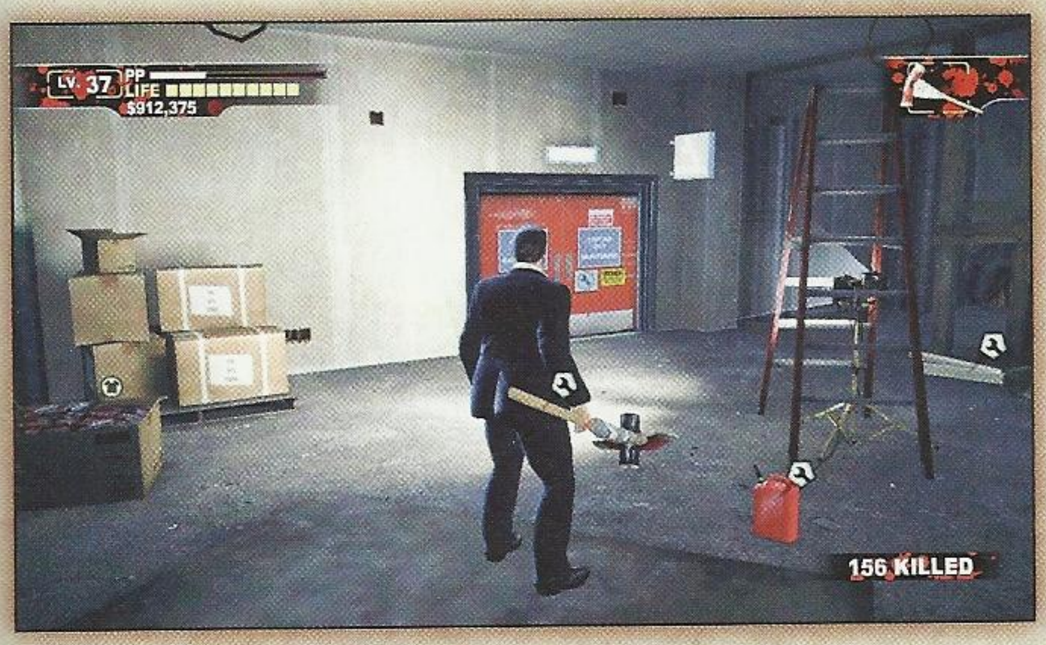
Nearby: Bucket x2, Push Broom, Power Drill



Room #2

Inside: Lead Pipe, Fire Axe

Nearby: Sledge Hammer, Saw Blade x2, Rocket Fireworks, Floor Buffer



Room #3

Inside: Drill Motor, Pitchfork

Nearby: 2x4 x4, Bucket, Gasoline Canister, Power Drill, Shotgun, Cement Saw, Saw Blade x2, Sledge Hammer, Box of Nails x3



Room #4

Inside: Saw Blade, Cement Saw, Dynamite

Nearby: Saw Blade x2, Pylon

URANUS ZONE



OVERVIEW

Fortune City's latest addition, the Uranus Zone has something for everyone! Try out the many activities, and stop by Jump Space 7 to mix a drink or two before moving on.

ACTIVITY

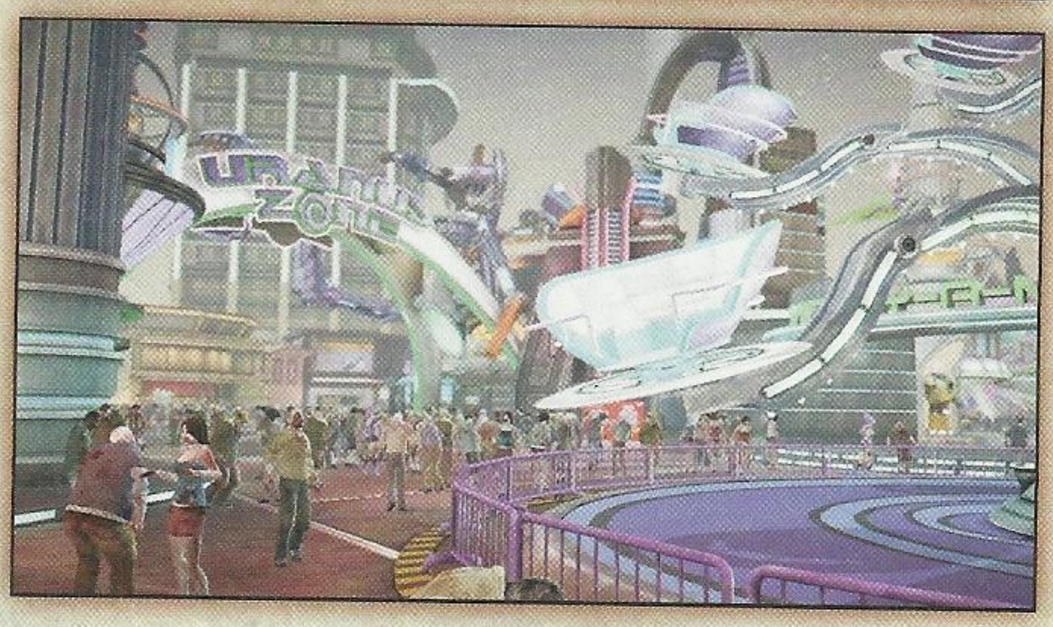
CASE FILES	
Case 2-2	2-1 Complete
The Facts	8-3 Complete
Overtime	The Facts Complete

SURVIVORS	
Two's Company	Day 1, 6pm
Quarter Circle to Forward	Day 2, 9am
Slave to Fashion	Day 2, 8am

SECURITY BOX KEYS	
#764	Six Shooter

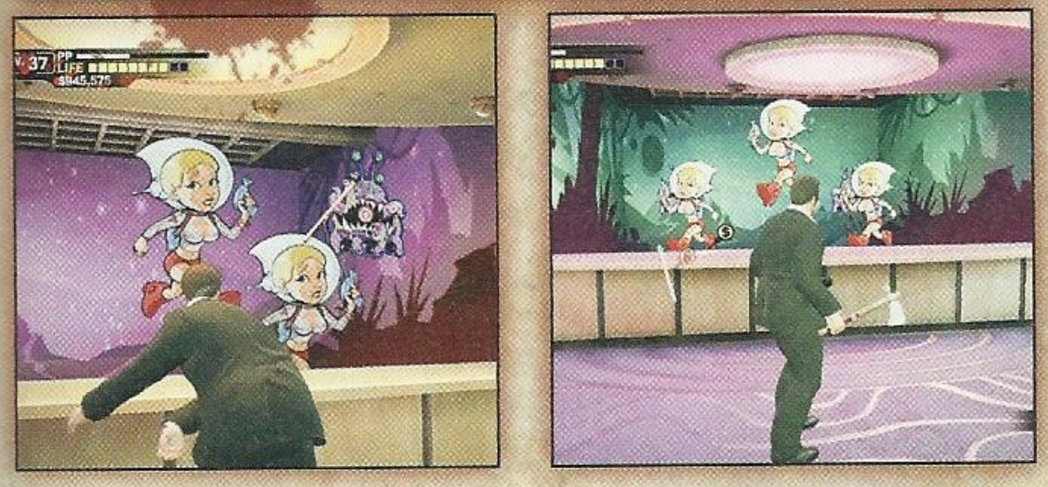
STICKER DETAILS	MAP CALLOUT
The leftmost doorway on the back wall of a carney game.	87
At the south entrance to the carney games, the green alien on the right wall	88
The rock below the mural near the Fortune Park entrance	89
The animated giant robot across from Rocket's Red Glare	90
The forehead of the giant robot above Bagged	91
The north-face of the UFO Crash pole	92
The large purple planet to the left of the Space store sign	93
The east-facing base of the Orbital Oscillation	94
Just below the Rocket's Red Glare sign	95
The Uranus Zone sign as seen from the base of the Orbital Oscillation	96





Damsels in Space

COST: $500



Purchase a set of Tomahawks and toss them right at the menacing aliens. Save all three ladies for a 1,000 PP Environment Bonus! Turn around and do it again for double the points!

Meteor Football

COST: $500



Hut, hut, hike! Purchase a set of spaceship footballs and tag all three green markers for a 1,000 PP Environment Bonus!

Space Sniper

COST: $500



Purchase a 20-round pellet gun and go to town on the alien infestation. Every landed shot nets 15 PP, and there's no limit to how often Frank can shoot the same alien.

Batter Up

COST: $500



Purchase a bat and balls and start slugging away. Each hit rewards Frank with 125 PP.

Hungry Martian

COST: $500



Purchase a hunk of meat and start feeding the hungry aliens as they pop out of the craters. Each hit rewards 100 PP.

Molemen From Uranus

COST: $500



Grab a hammer and pop the molemen on the head as they peek out from the ground craters. Each hit rewards 45 PP, and a moleman breaks if Frank dishes out too much punishment.

MAINTENANCE ROOMS

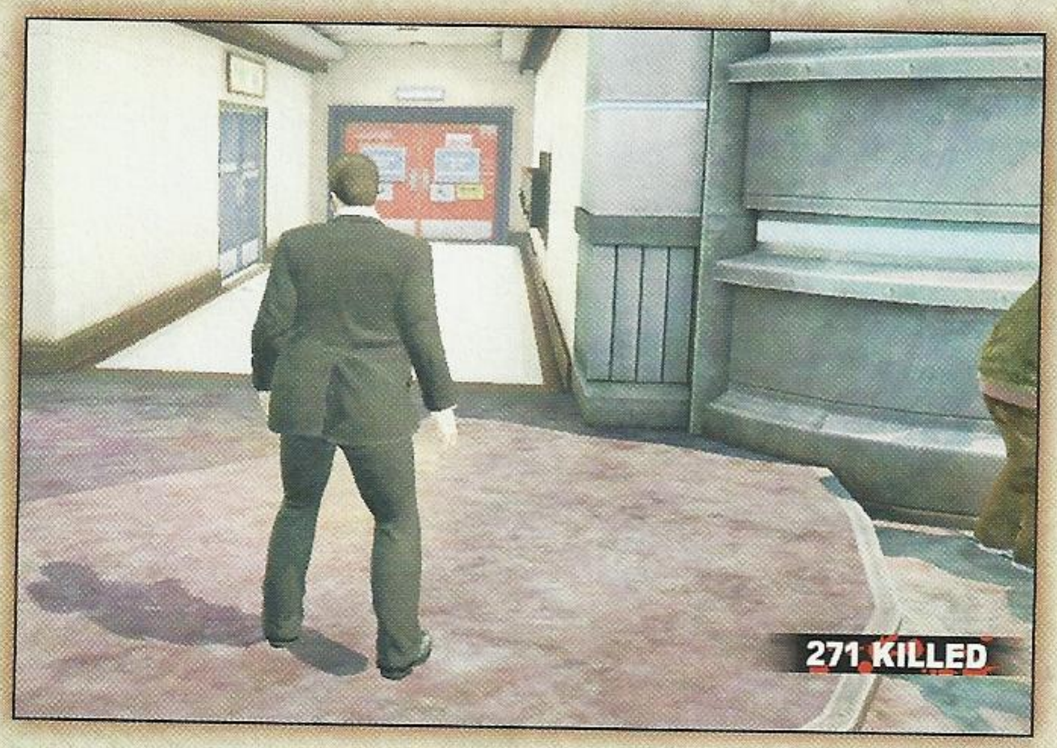
Room #1



Inside: Lawnmower, Servbot Mask, 2x4

Nearby: Wheelchair, Parasol, Power Drill, Box of Nails, Bucket, Construction Hat, Beer x2

Room #2



Inside: MMA Gloves, Box of Nails, Fire Extinguisher, Push Broom

Nearby: Water Gun, Computer Case, Computer Case, Push Broom, Wheelchair, Medical Tray x2, Defibrillator

Room #3



Inside: Battery, Dynamite x2, Leaf Rake

Nearby: Lead Pipe



Room #4



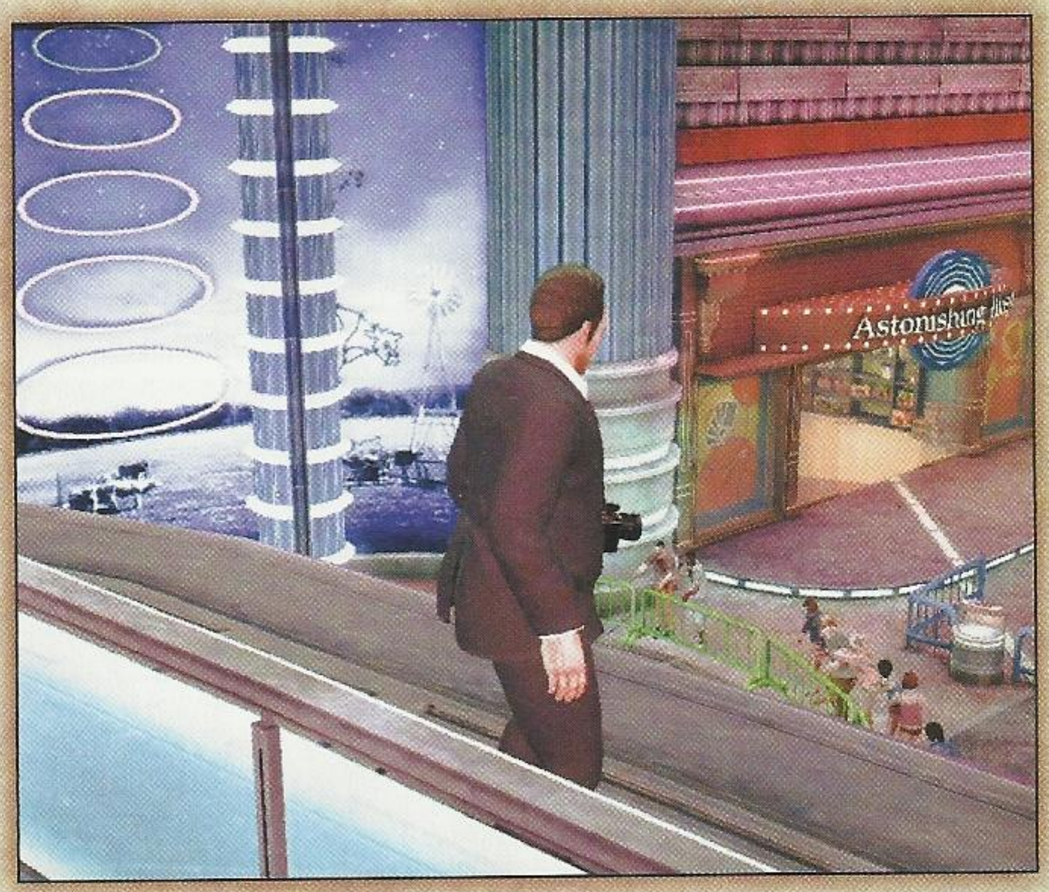
Inside: Vacuum Cleaner, Gems, Saw Blade x2

Nearby: Alien Head, Floor Buffer, Spray Paint [Blue, Purple, Red, Green]

HIDDEN FEATURES

Zombrex on Jump Space 7



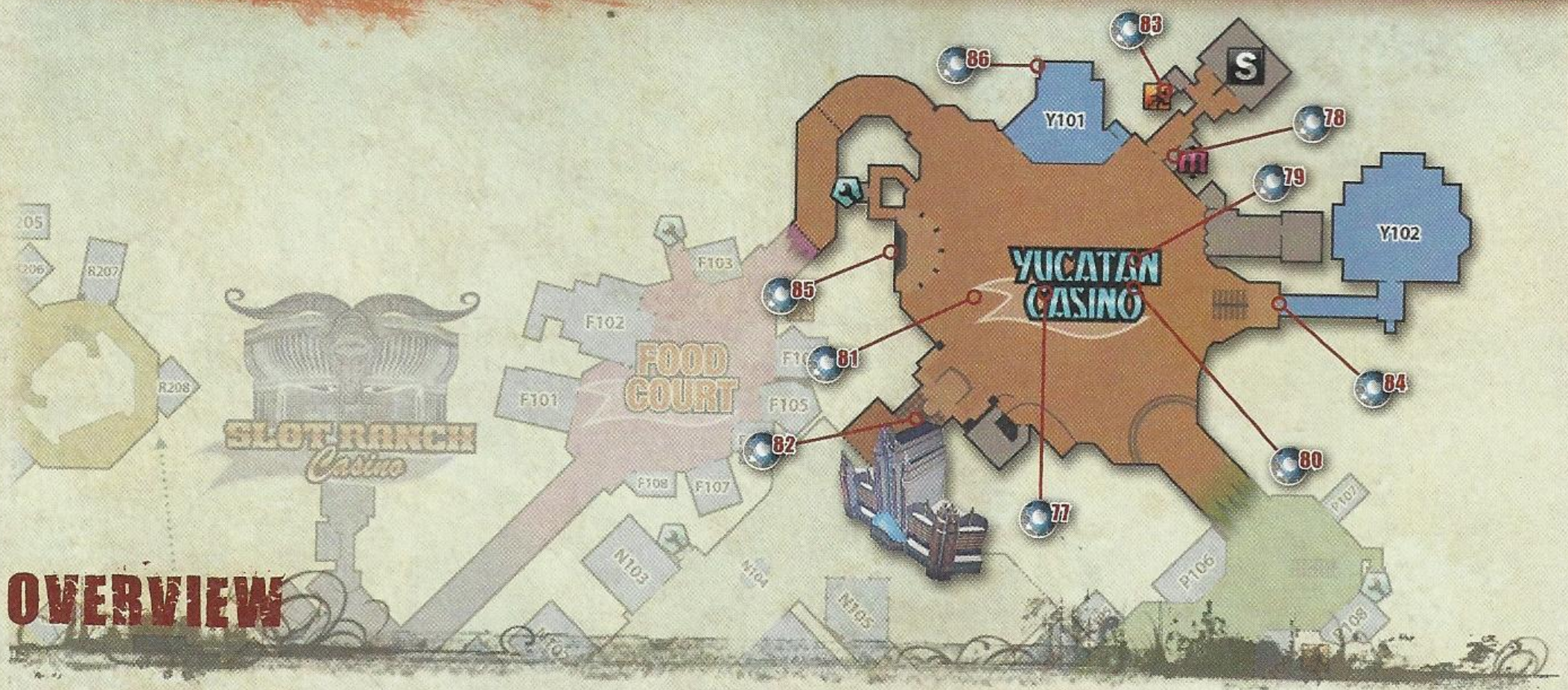


Goodies: Zombrex

Hop onto the outer awning of Jump Space 7 to access a dose of Zombrex. Get to it by jumping over the rail on the second floor.



YUCATAN CASINO



OVERVIEW

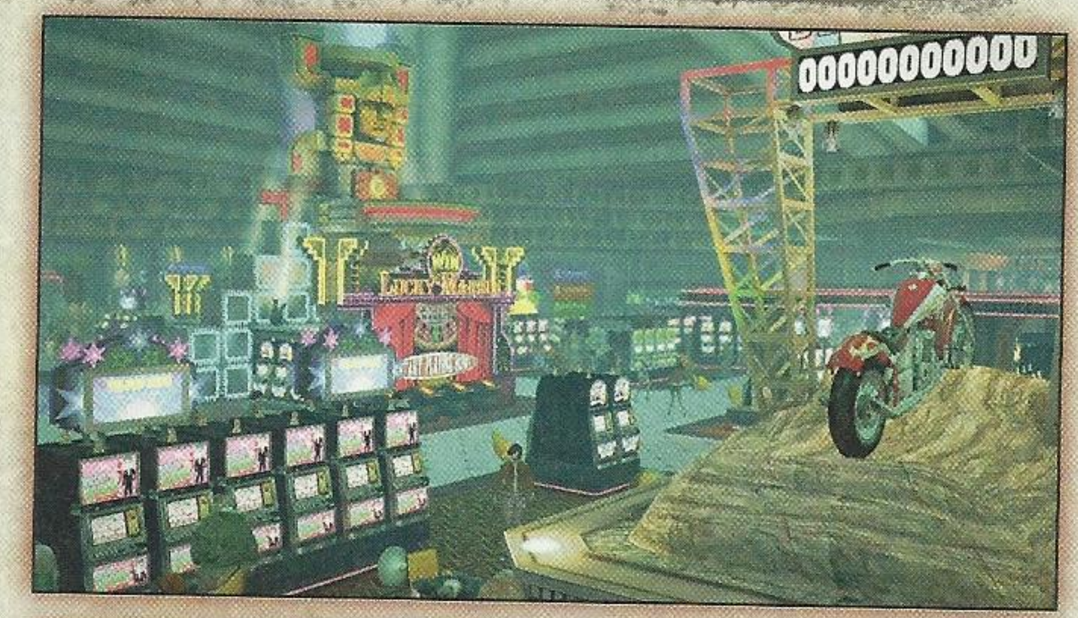
Get classy in the Yucatan Casino, with its cool and sexy atmosphere appealing to the young and hip. Get down in the Shoal Nightclub and worship at the tiki-themed Lucky Marble, earning some extra spending cash in the process!

ACTIVITY

CASE FILES	
Case 4-2	4-1 Complete
Case 5-3	Day 3, 7pm
Overtime	The Facts Complete

PSYCHOPATHS	
Fresh Meat	Day 1, 3am

STICKER DETAILS	MAP CALLOUT
Above the Lucky Marbles, just below the statue head	77
At the top of the rightmost elevator	78
The north-facing base of the Money to Burn	79
On one of the south-facing Mega Man slot machines surrounding the Money to Burn	80
The Single Deck Black Jack sign above the Chopper	81
At the Silver Strip entrance, the base of the statue between the escalators	82
On a control panel next to the Underground Access ladder	83
The top of the first pink ring as you enter the Shoal Nightclub hallway	84
The large mouth with the Tiki Torches inside Snowflake's habitat	85
The whiteboard inside the kitchen at Baron Von Brathaus	86







MINIGAMES

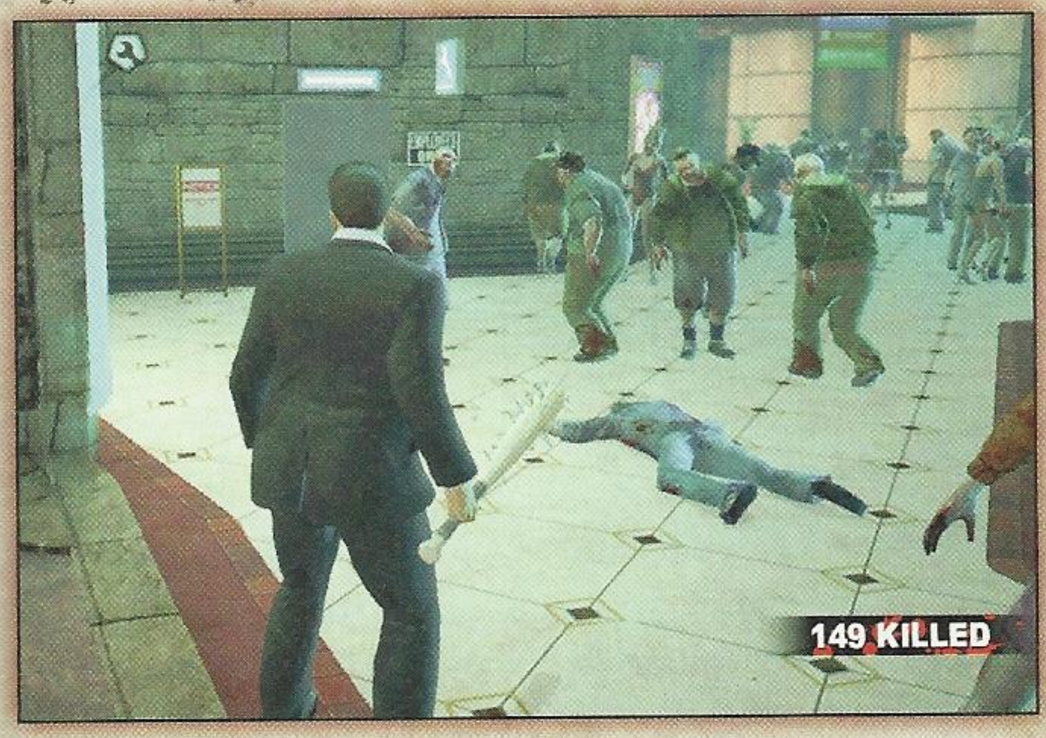


Lucky Marble

COST: $500

Digital roulette at its finest! Select the bet and category, and then roll to see where the ball lands. The lower the odds, the bigger the payout!

MAINTENANCE ROOMS



Room #1

Inside: Rocket Fireworks, Electric Prod, Tennis Racquet

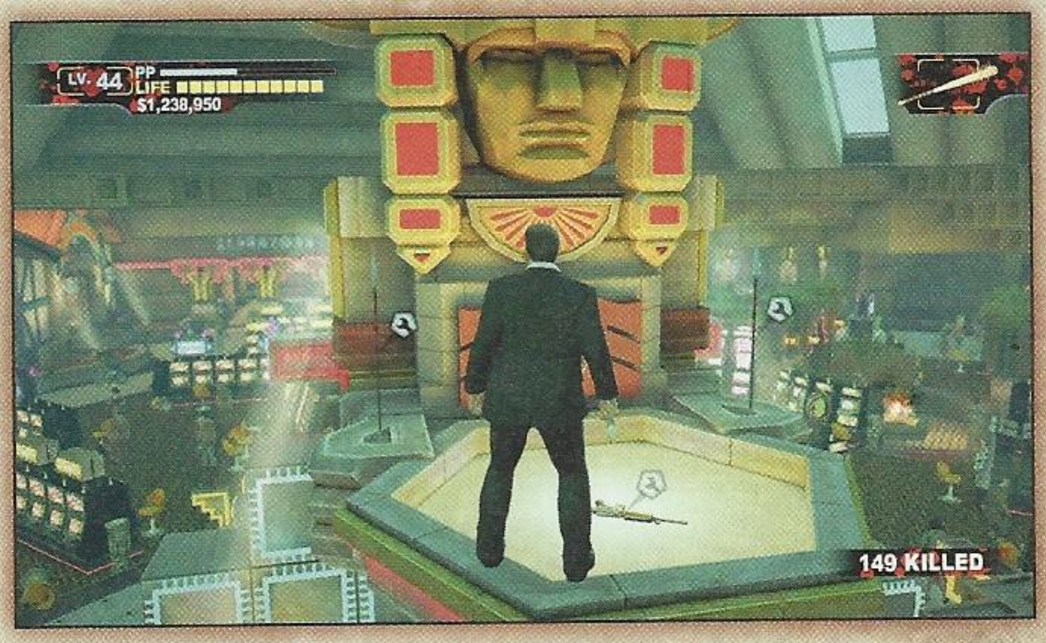
Nearby: Sledge Hammer, Floor Buffer

HIDDEN FEATURES

Heat Things Up

Climb up on top of the Lucky Marble machine toward the tiki head to pick up an rifle and two spears.





UNDERGROUND



OVERVIEW

When Frank needs a breather from all the glitz and glam, the Underground offers a brief respite and plenty of vehicles to cut across the city without as much hassle. The tunnels are tight, so come prepared, or get swarmed by hungry zombies.

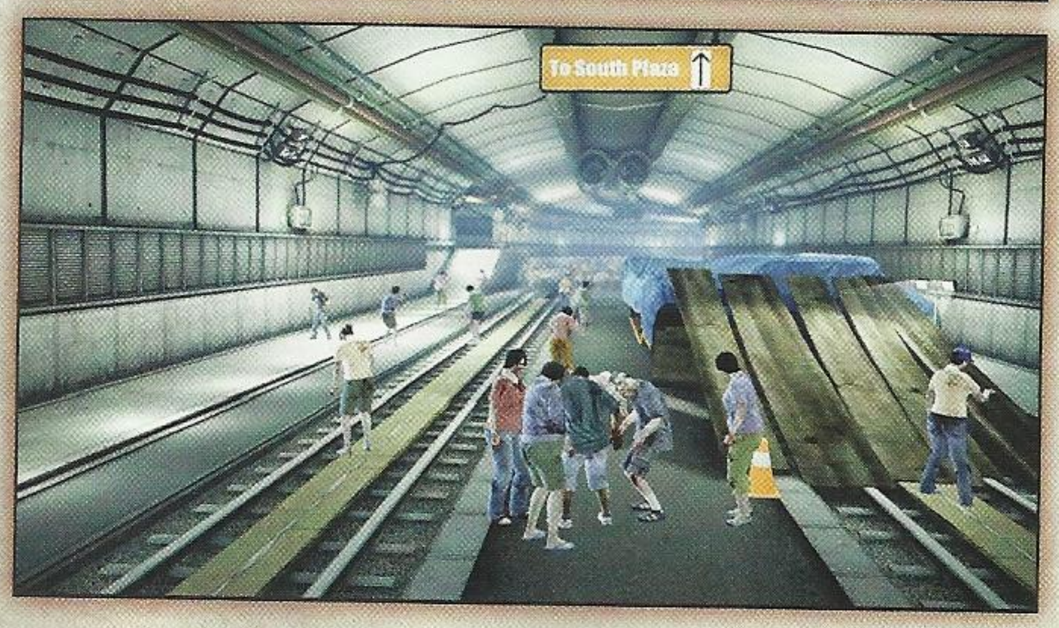
ACTIVITY

CASE FILES	
Case 3-2	3-1 Complete
Case 7-2	7-1 Complete
Case 8-2	8-1 Complete
Overtime	The Facts Complete

SECURITY BOX KEYS	
#329	Gems
#015	Remote Mines x3

STICKER DETAILS	MAP CALLOUT
On a overhead tube inside the laboratory room	52





MAINTENANCE ROOMS

Room #1



Inside: Motor Oil, Saw Blade x3, Beer x2, Construction Hat, Tennis Ball Launcher

Nearby: Push Broom, Gasoline Canister x2, Servbot Mask, Lead Pipe, Lawnmower

Room #2



Inside: Battery, Lawnmower

Nearby: Shotgun, Wheelchair, Battery, Beer x2, Pylon x4, Construction Hat, Plates, Box of Nails x2, 2x4 x2

Room #3



Inside: Escape Pod, Fire Extinguisher, Amplifier

Nearby: Dynamite x2, Propane Tank

Room #4



Inside: Plates, Vacuum Cleaner, Saw Blade x2, Cement Saw

Nearby: Sledge Hammer, Construction Hat, Motor Oil, Chainsaw, Rocket Fireworks, Gasoline Canister x3, Fire Axe, Cement Saw

Room #5



Inside: Pitchfork, Drill Motor

Nearby: Drill Motor, Push Broom, Shotgun, Pylon

Room #6



Inside: Floor Buffer, Dynamite x2, Electric Prod, Bow and Arrow

Nearby: 2x4 x2, Construction Hat, Beer, Bow and Arrow

Room #7



Inside: Battery x2, Leaf Rake, Leaf Blower

Nearby: Parasol, Gasoline Canister x3, Motor Oil, Sledge Hammer, Fire Axe

HIDDEN FEATURES

Someone Left Their Zombrex



Goodies: Zombrex

Head to the Underground the next time Frank's passing through the Atlantica Casino to find a stranded dose of Zombrex. Score!

DAY 1: FRANK WEST RETURNS

Frank's back, and what better way to step into the limelight than taking part in a live broadcast of the zombie-killing pay-per-view hit "Terror Is Reality"?

After a dramatic introduction by TK, the show's host, Frank rises up to the ring. Three large zombies stare vacantly in his direction, the smell of fresh meat catches their attention.

CASE FILES

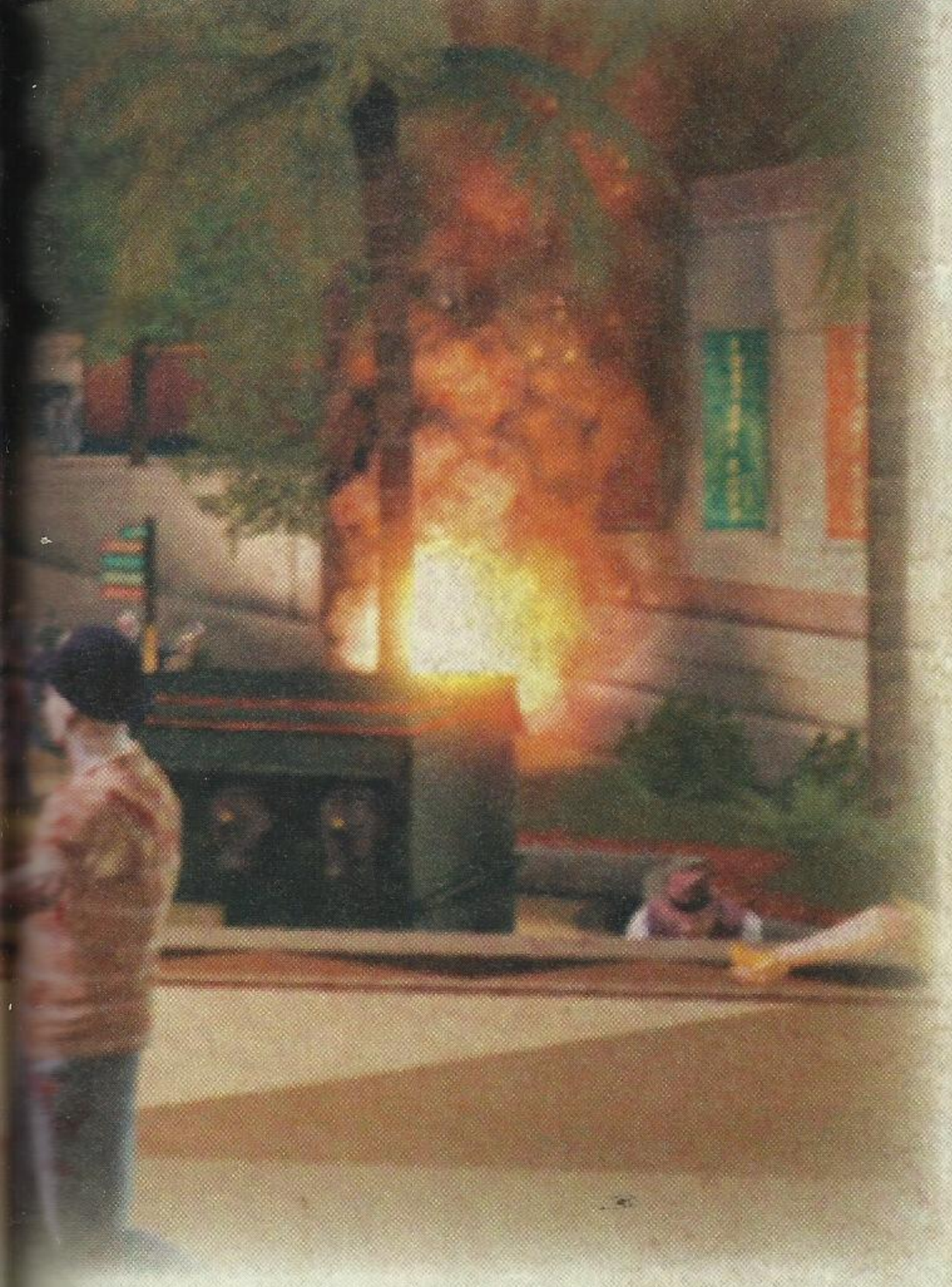
CASE NAME	START TIME	END TIME
Case 1-1	8am	9am
Case 1-2	1-1 Complete	3pm
Case 1-3	1-2 Complete	3pm
Case 1-4	1-3 Complete	3pm

SURVIVORS

MISSION NAME	START TIME	END TIME
Happily Ever After	4am	1pm
Know When to Fold 'em	8am	4pm
Welcome to the Family	11am	6pm
Lost	12pm	Day 2, 1am
Lush-ious Lady	2pm	Day 2, 3am
Brains Over Brawn	4pm	Day 2, 2am
Art Appreciation	5pm	Day 2, 1am
Two's Company	6pm	Day 2, 2am
Once Bitten	8pm	Day 2, 10am
Code Blue	10pm	Day 2, 1am

PSYCHOPATHS

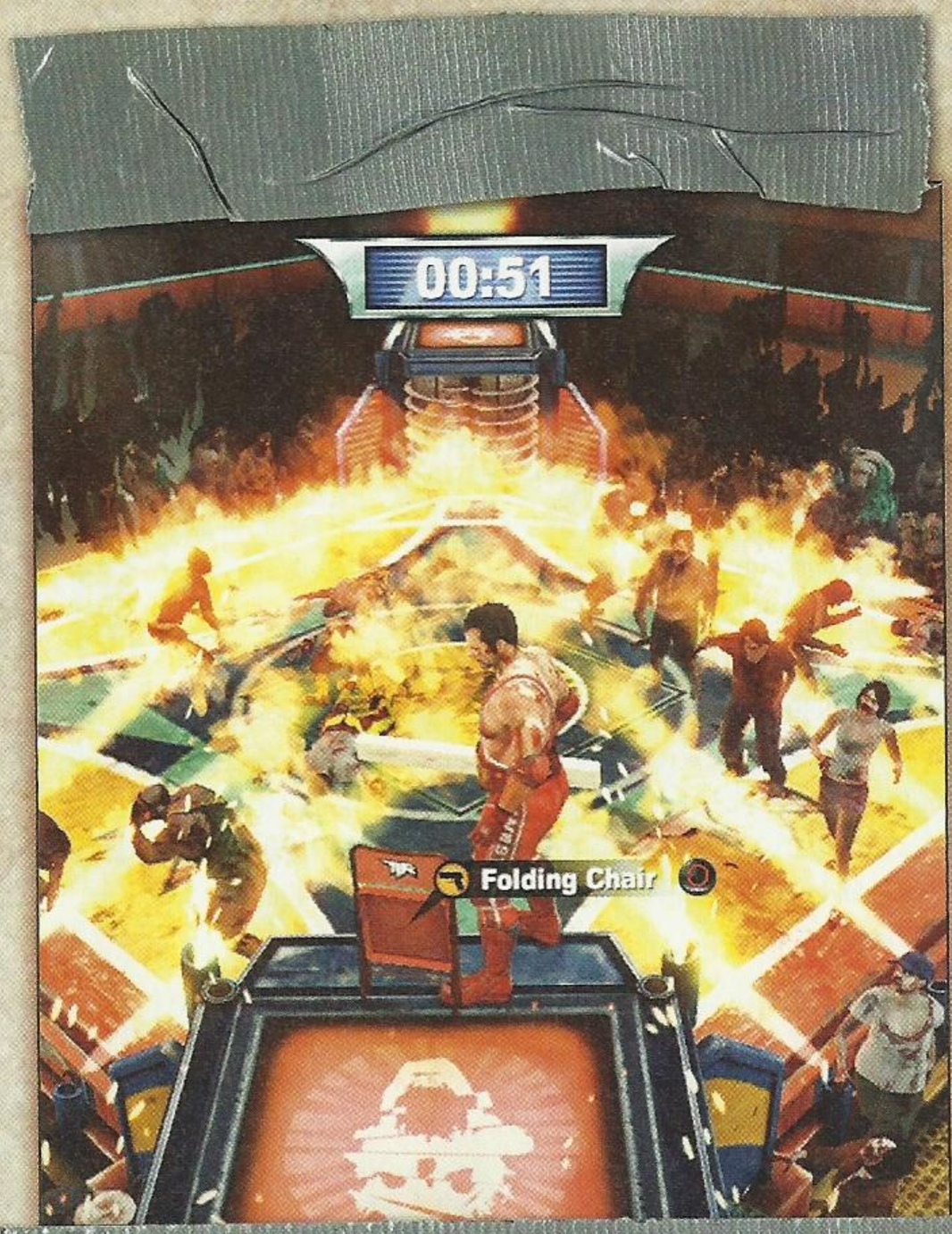
MISSION NAME	START TIME	END TIME
Ted and Snowflake	3am	Day 2, 9am
People Like Us	3pm	Day 2, 7am
Tastes Like Chicken	11pm	Day 2, 8:30pm



INSIDE THE RING!

The fence boundaries eventually drop, leaving the ring open to zombies from every side. It might be tempting to jump out and start swinging, but kills outside the ring don't count toward the earned money total!

After the four corners rise up and start flashing green, Frank can really start racking up points. Hop onto a corner to open up the grinder below, and then leap off before Frank gets toasted. Use your weapon to knock nearby zombies into the grinder, then repeat this process across the remaining three posts.



KILL ZOMBIES! WIN MONEY!

When the bell rings, the fighting begins. It won't be long before more zombies start pouring into the ring, wielding pans, 2x4s, baseball bats—anything they can get their hands on.

Start beating the zombies down as quickly as possible, and don't hesitate to pick up dropped weapons for stronger attacks. Frank earns money for every zombie he takes out, so don't hold back!



Don't hop off the fourth post right away, since doing so activates a crossfire of flame jets in the main ring, toasting all zombies within it. Once clear, hop down and start slamming the zombies into the corner grinders for maximum points. Keep this up when the posts reset to walk away with the gold medal!

SUCCESSFUL COMEBACK

Grab the gold medal for a nice 5,000PP bonus! The best part is that Frank gets to keep all of his prize money.

GET OUT

GUIDE ARROW

Fortune City covers a huge area, and Frank's always on a tight schedule. Luckily, the guide arrow directs him to his current objective. While it can be advantageous to explore and steer off the main path from time to time, this arrow helps keep Frank on track.

Frank has no interest in sticking around, and he gets directions from another contestant in the locker room. Walk out and into the hallway. A guide arrow leads Frank to the next destination.

Make a quick stop at the restroom to save Frank's progress, then continue down the hallway.

MR. KING! MR. KING!

Frank hears two loud voices coming through a door in the hallway. Quietly stepping through, he sees a stranger talking with the "Terror Is Reality" host TK below. He's clearly excited to participate in such an important event. What event he's talking about, however, remains to be seen...

SMILE FOR THE CAMERA

It's time to put those photography skills to use! Refer to page 13 for full information on everything photo-related.

Follow TK and his accomplice as they walk around the warehouse, keeping them in clear view at all times. Have Frank's camera at the ready, and snap a shot whenever the PP icons appear. TK and his friend are too distracted with their conversation to notice Frank padding around above them, so don't be afraid to run around the walkway in pursuit of the best angles.

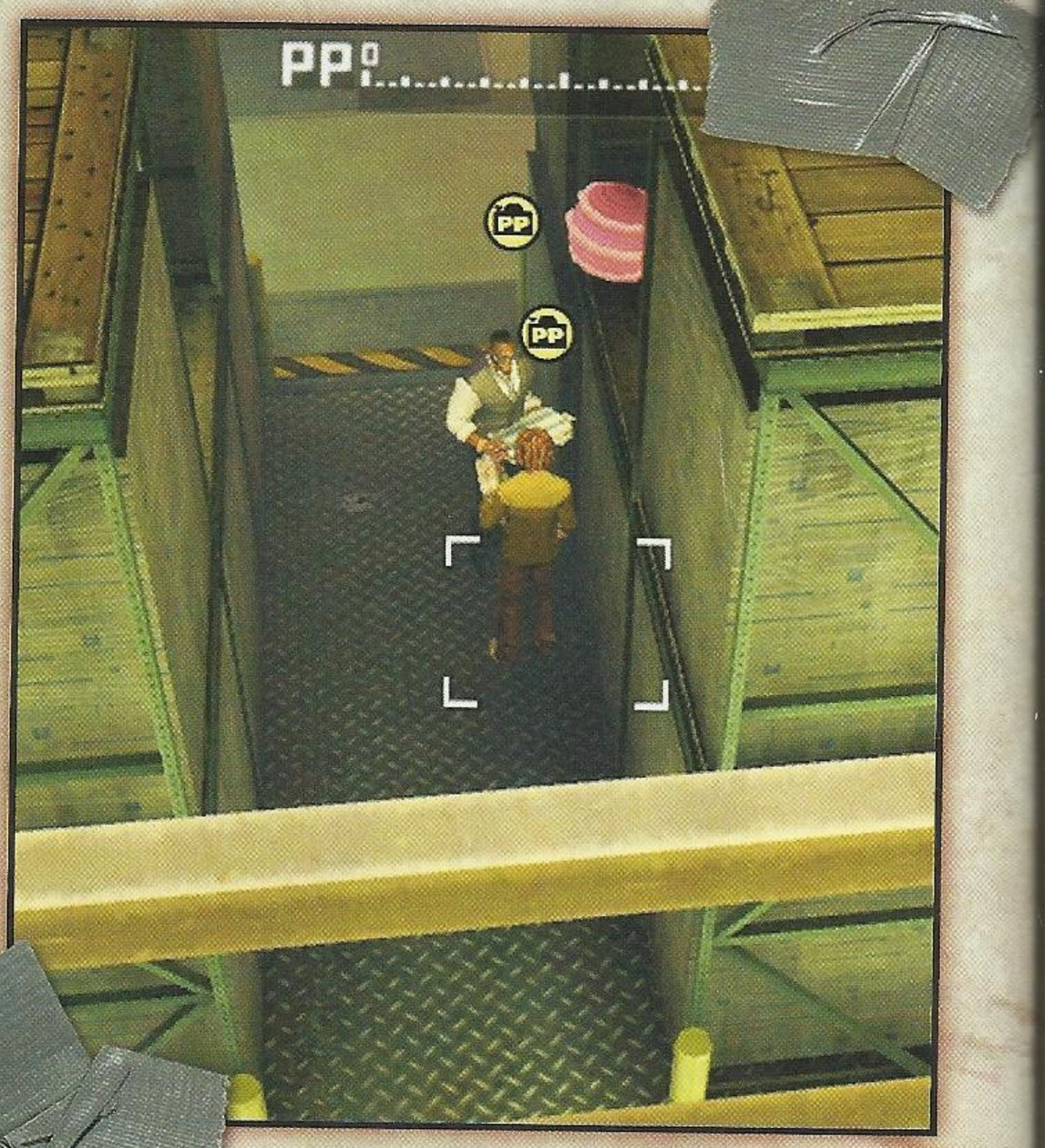


Photo School

Be sure to snap a close up of TK handing his accomplice the items from the storage shelf for a load of PP and the Photo School Achievement/Trophy!

Before he can sneak away, Frank is surrounded by three of TK's thugs, and they're not interested in an autograph.



Start swinging when the fighting begins. Knock a lead pipe out of one of the thug's hands and use it for a more deadly attack. Knock all of the henchmen out for a smooth 1,000PP each.

Just when Frank thinks he's free of TK's goons, the host's leading ladies confront him by the elevator. They're clearly not impressed with the older gentleman, but Frank isn't buying their meager taunts.

Stepping into the elevator, Frank bids the ladies goodnight.

OUTBREAK

Before getting anywhere, a loud rumble shakes the elevator, knocking Frank off his feet. Struggling to his feet, he pries open the elevator doors, and comes face to face with a freshly turned zombie.

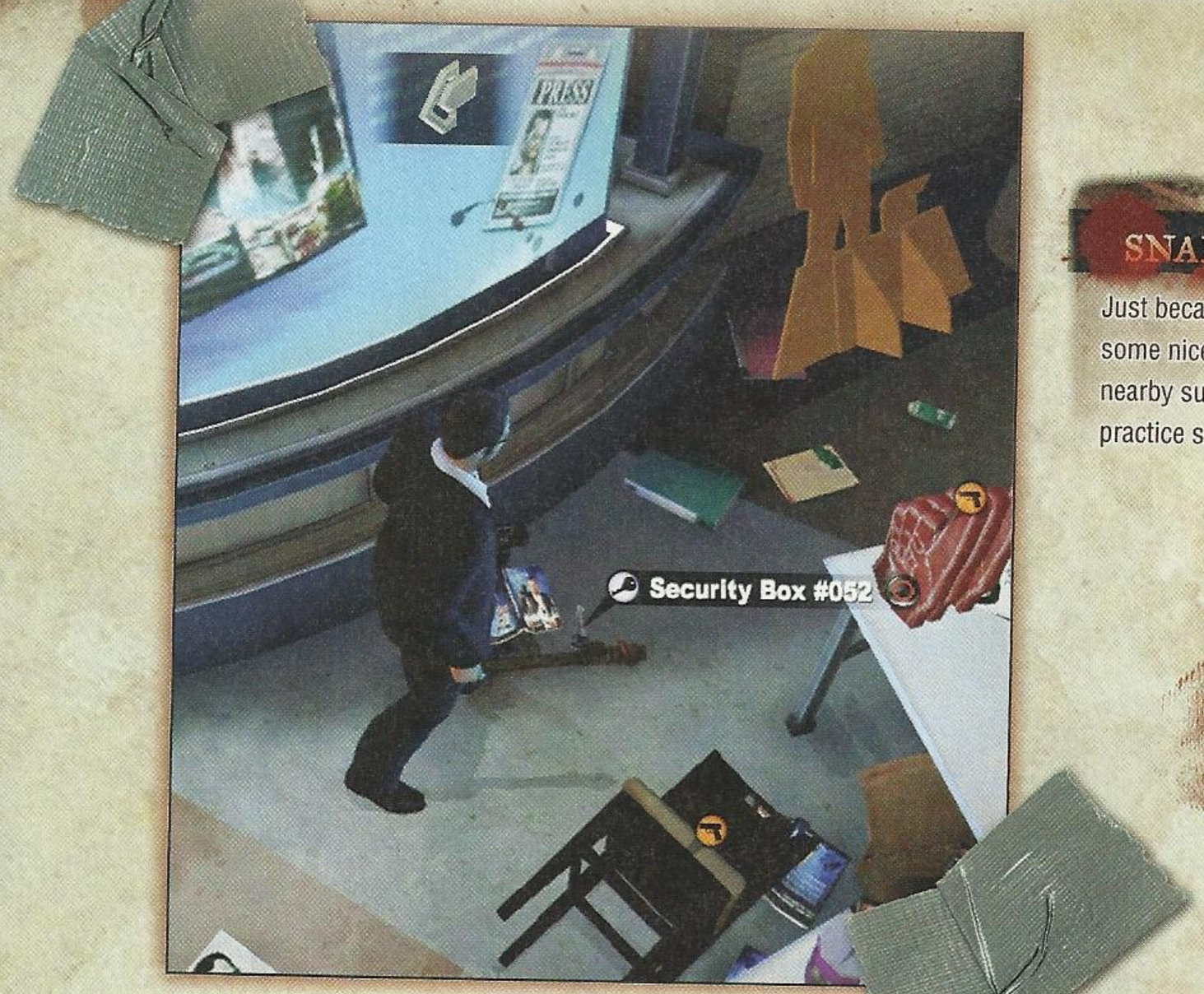
Before the story grinds to a sudden halt, fresh meat falls to the floor in the zombie's path, distracting the hungry fiend long enough for Frank to stumble to his feet and look for a way out.



While the noble Frank may be tempted to save as many survivors as possible during the following race through the undead, there's no reason to do anything but watch his own hide. There's nothing he can do, so just follow the guide arrow and book it out of there.

SECURITY BOX #052

Pick up the Security Box key on the floor just outside the Green Room hallway. For more info on Security Boxes, turn to page 17.

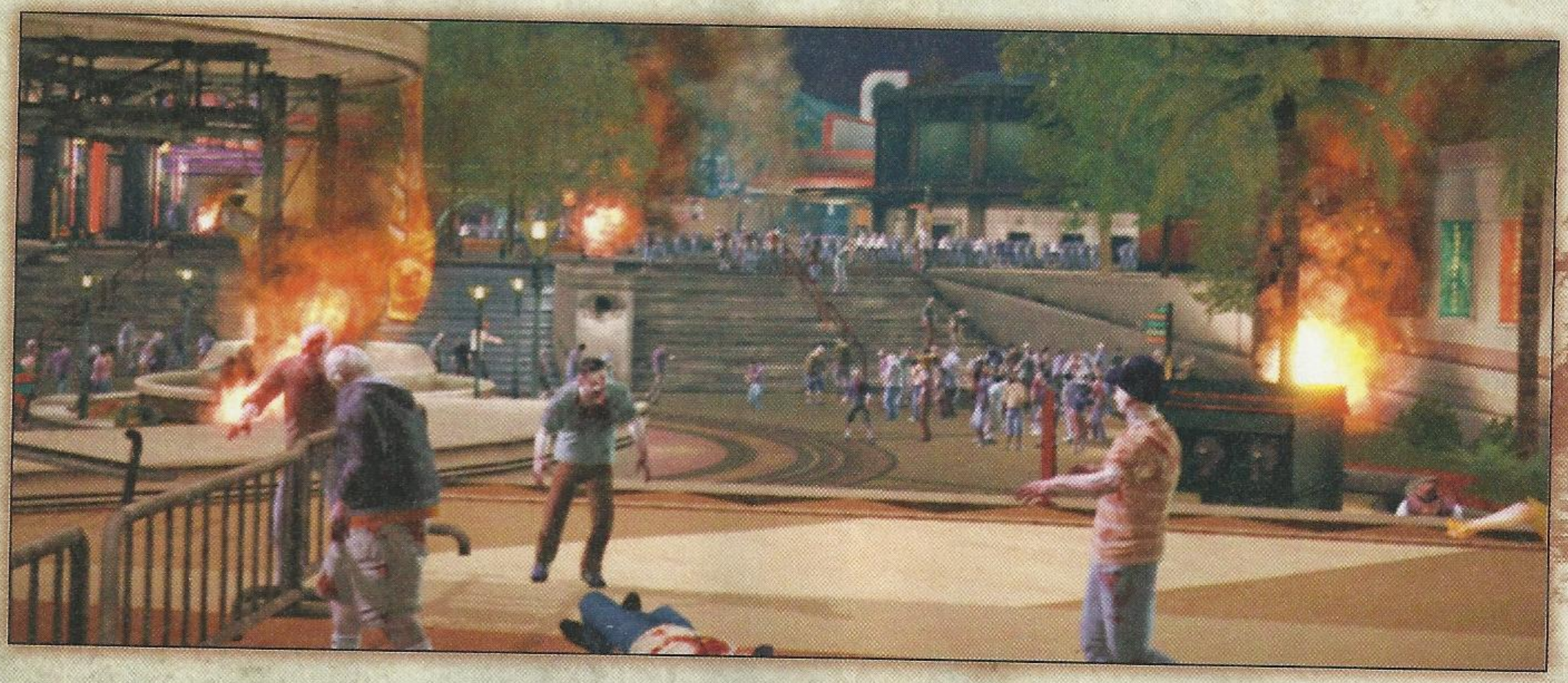


SNAP AWAY

Just because he can't save anyone doesn't mean Frank can't get some nice snapshots on his way out. Watch for PP icons from nearby survivors in dangerous situations. Use the opportunity to practice snapping photos quickly and at a moment's notice.

THIS DOESN'T LOOK GOOD

When Frank breaks out of the crowded mall, the sight outside doesn't show much improvement. More zombies are rambling around outside, some eating helpless victims. The few remaining smart and lucky survivors are running for an entrance just a short distance away. Frank races for the door and makes it through just in time.



THE FIRST SURVIVORS

Heavy metal doors close behind Frank and a handful of other scared but lucky survivors. The doors suddenly open on the inside, and an older security chief named Sullivan greets the group and invites them in.

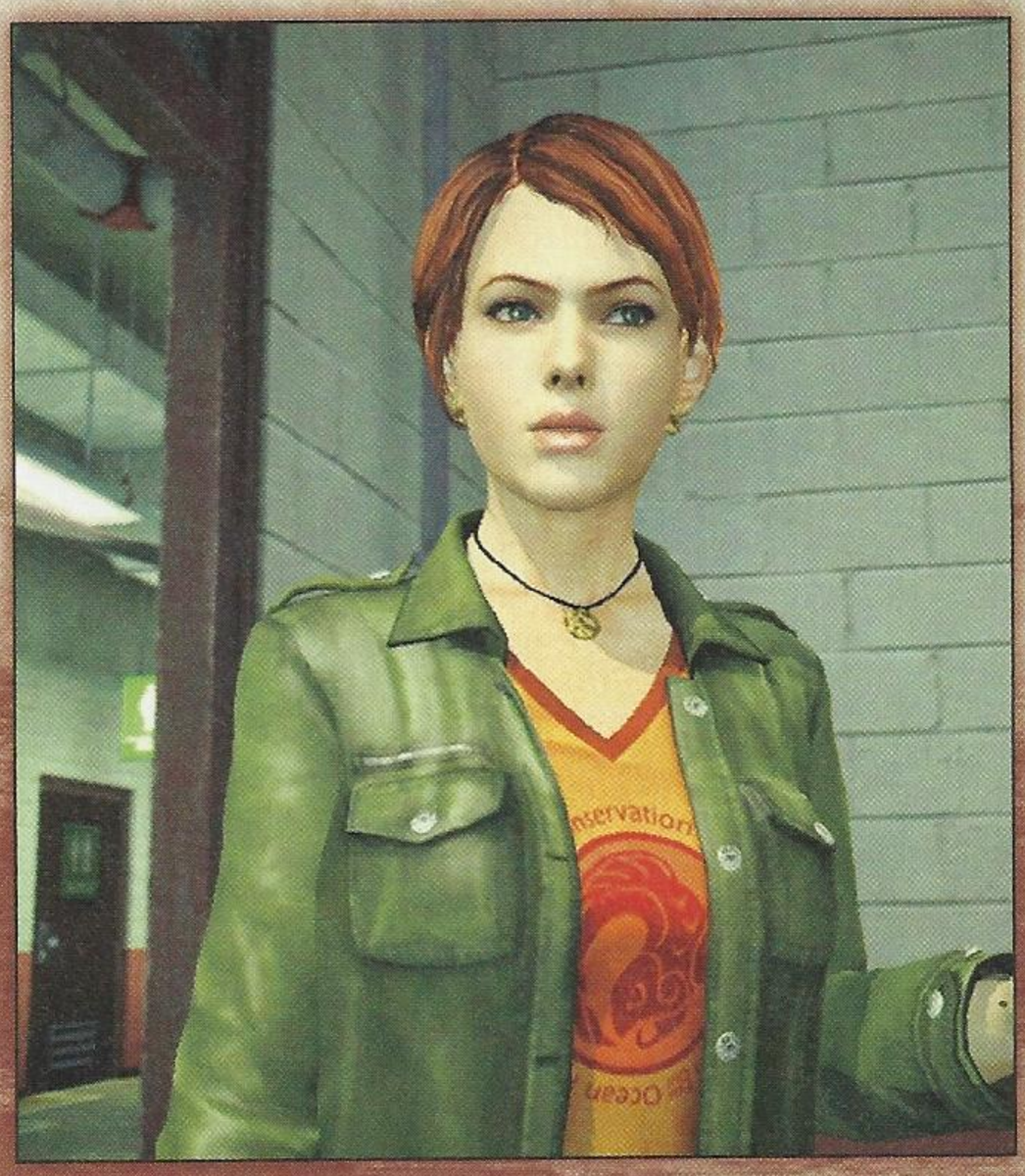


Sullivan recognizes Frank West from his involvement in the Willamette incident and remembers that he was bitten. Frank bluffs with an empty case of Zombrex, and Sullivan warns that he'd better have 72 hours' worth of the medicine, because there's quarantine in effect until then. After three days, the military arrives.

I CAN HELP YOU

Upon entering the safe house, Frank immediately starts searching for Zombrex in the building, desperate to avoid being empty-handed when it's time to administer the vaccine.

Enter Stacey Forsythe, forefront spokeswoman for CURE, the activist group for infected rights. Despite her strong views, she's friendly to Frank, and she tells him where to find some Zombrex.





In order to find some Zombrex, Frank must head to Roy's Mart in the Royal Flush Plaza. Visit the safe house restroom to save the game progress, then make a quick stop in the nearby cafeteria to gather food supplies.



A FULL STOMACH

It's always a good idea to have some food items on hand at all times, and the safe house cafeteria and security room are good places to stock up between visits. Over time, the food supply begins to dwindle, but take advantage of it while there's still some remaining.

Follow the guide arrow to a vent that Frank can crawl through to reach the greater Fortune City interior.

Once out of the vent, follow the guide arrow toward the hallway leading into the Royal Flush Plaza. There's a baseball bat on the way if you need a weapon, which is always a reliable attack option. There's also a Maintenance Room on the way, but don't worry about that for right now; Frank doesn't have access.

SECURITY BOXES

On the way out of the hallway, pick up the key for Security Box #001.



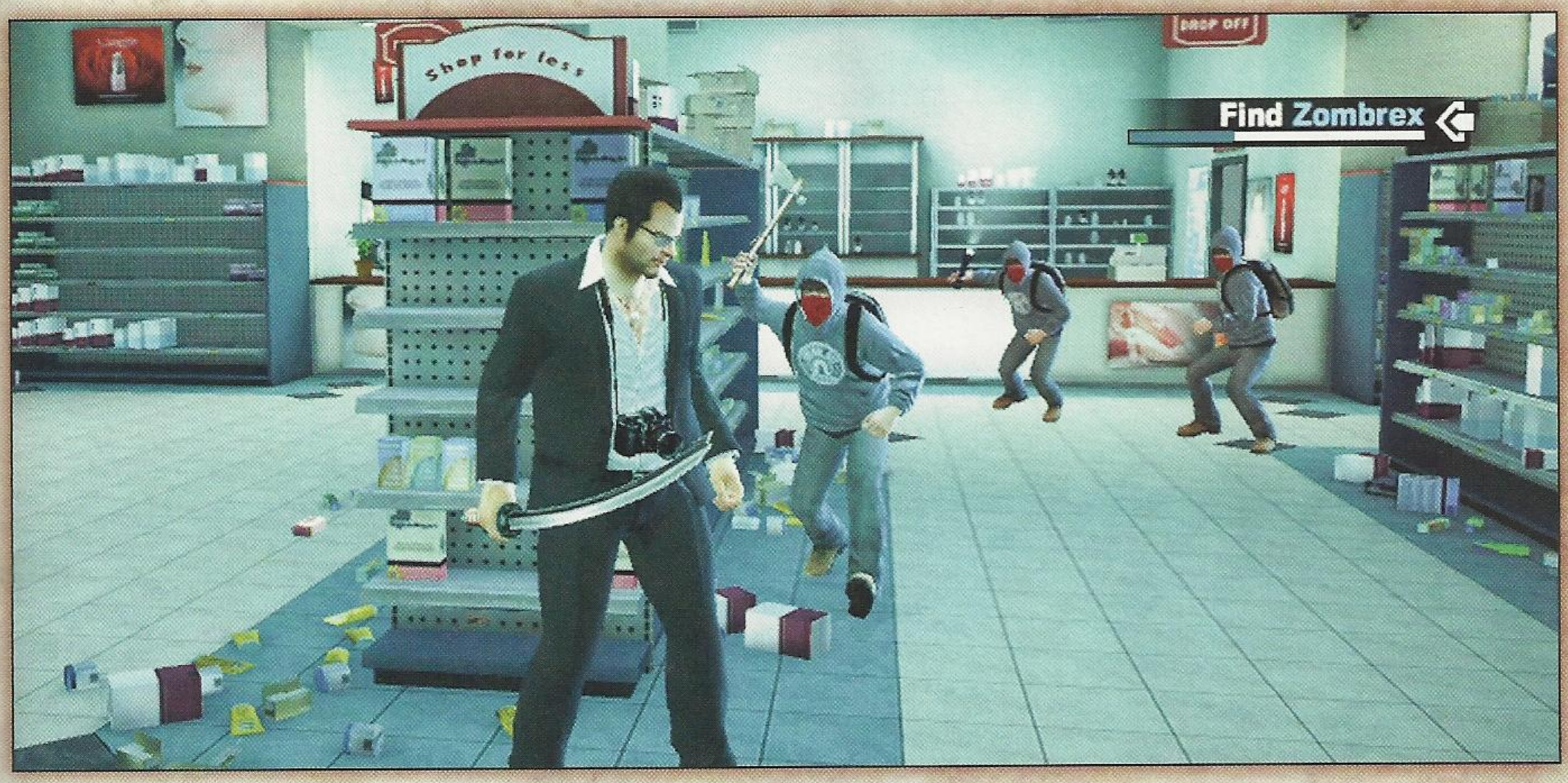
Make your way through the plaza toward Roy's Mart. Feel free to warm up your muscles by killing zombies along the way, but don't forget that Frank should always be aware of the time. Haste is a virtue in Fortune City.

MINDING MY OWN BUSINESS

` Frank steps into the pharmacy to find three looters harassing the pharmacist. He plays it cool, but the looters want a fight.

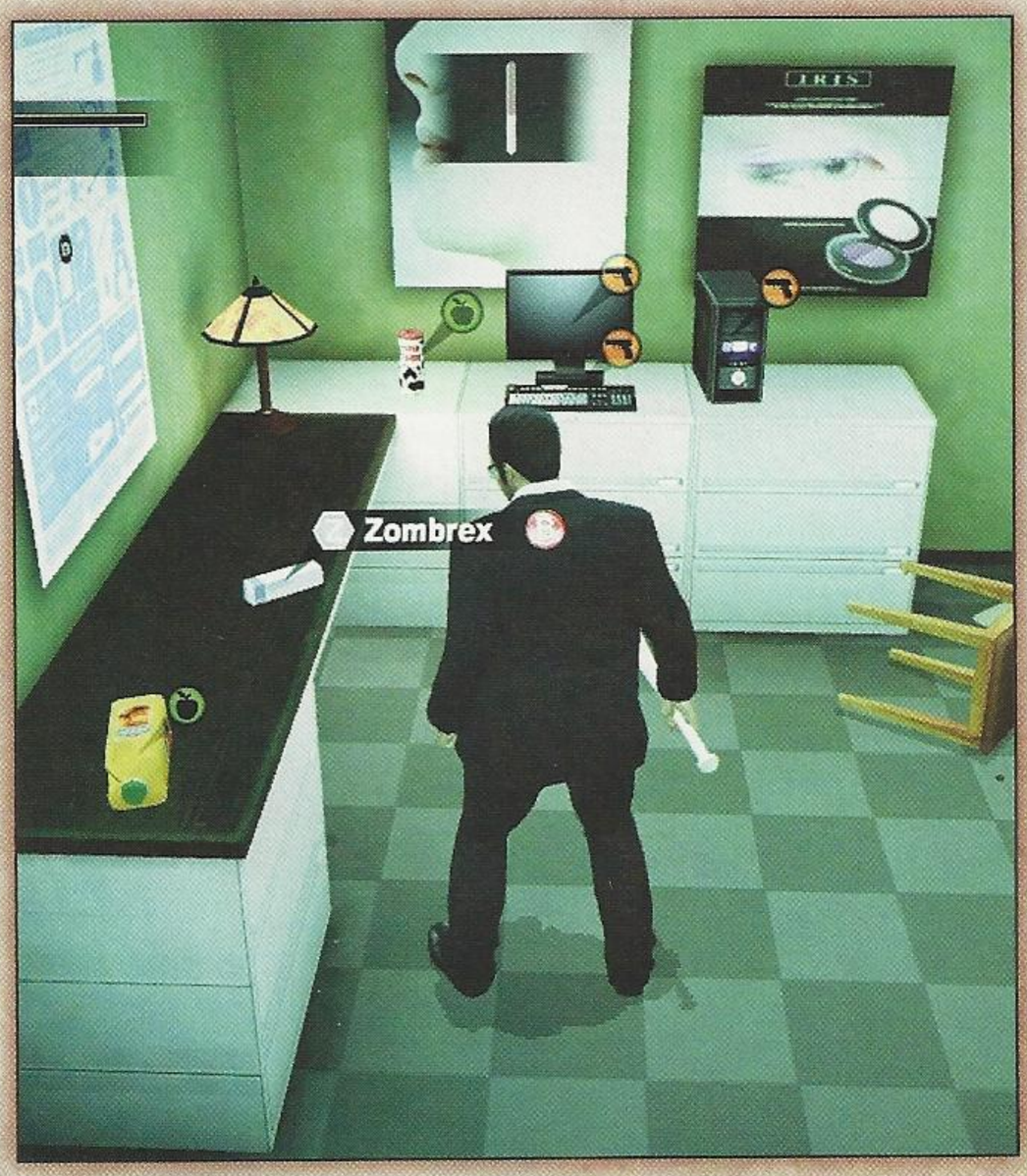
Once the fight begins, start swinging away with Frank's current weapon, and don't hesitate to dodge roll if a quick escape is needed to gobble down some food. Frank isn't very strong at this point in the story, so you need to watch his health carefully.

Stay on the offensive and attack the looters up close. They toss Molotov cocktails from a distance, and Frank shouldn't start his day on fire.



FIRST OF MANY

Talk to Denyse after the fight. Frank tells her about the nearby safe house and offers to escort her there in safety.



SURVIVORS

Escorting survivors to the safe house is very important to Frank, and it plays a large role over the following three days. Joining up with survivors and taking them back to the safe house earns a lot of PP! For more info on survivors, turn to page 14.

Denyse accepts his offer and hands over a key to the back room. Open the locked door to discover food items and a dose of Zombrex.

ZOMBREX

Frank is infected and needs to take Zombrex every 24 hours between 7 and 8am. This first dose might help for the short term, but he needs more if he expects to survive for three full days.

Pick up the Zombrex and head back to the safe house.

WAYPOINTS

If Frank ever starts to get lost, open the map and set a waypoint back to the safe house. This is a useful trick for keeping him on track when there's no mission guide arrow.

Alpha vs. Omega

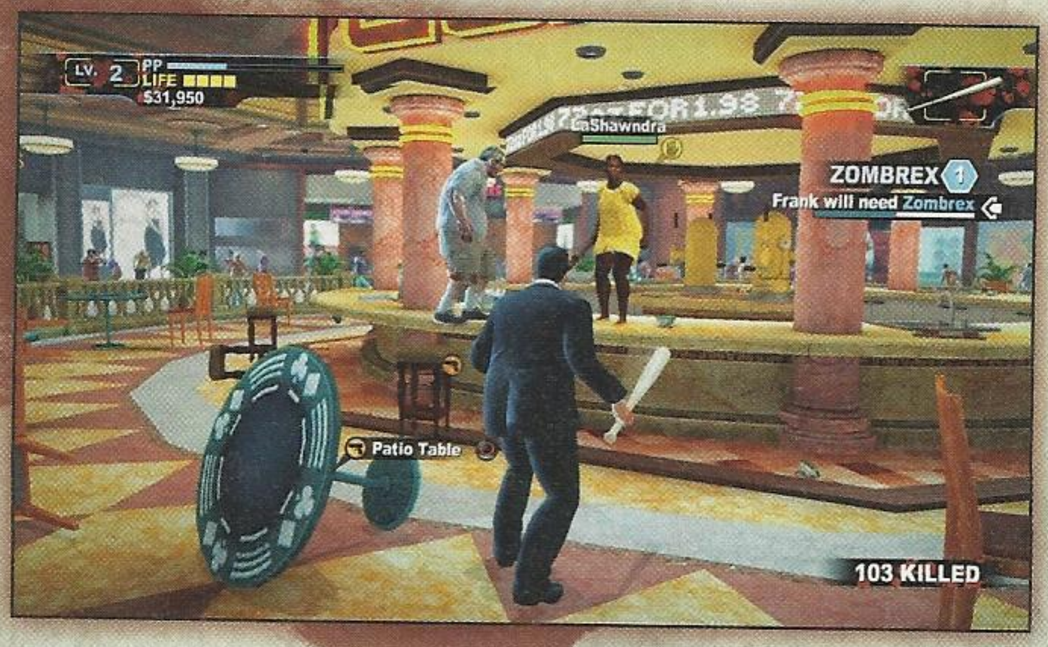
This Achievement/Trophy requires that Denyse (the pharmacist) is in tow and damages Sgt. Boykin later in the story. This requires that Frank makes her safety a priority throughout the story, and never escorts her into the safe house. This goal is recommended for a second playthrough.

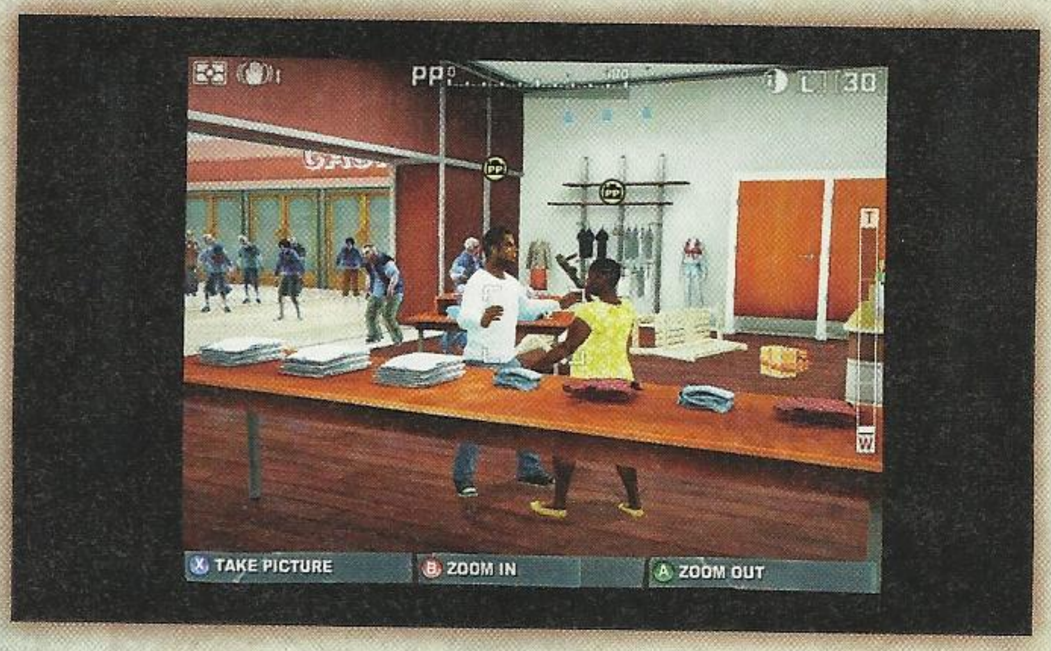
NO TIME TO REST

After Frank drops Denyse off at the safe house, he should still have some time to kill before taking the first dose of Zombrex. No use in wasting time. Head back to the Royal Flush Plaza.

SURVIVOR: HAPPILY EVER AFTER...SORT OF...

JOIN BONUS: 10,000 PP **RESCUE BONUS:** 20,000 PP





As Frank steps back out into the plaza, he notices a helpless woman yelling for help on top of the Dark Bean's counter. Get her to join you, and then head to the nearby Casual Gals clothing store to pick up her husband. Snap a shot of the two lovebirds reuniting, and then bring them back to the safe house for a healthy PP bonus.

PSYCHOPATH BATTLE: TED AND SNOWFLAKE—FRESH MEAT

REWARD: 15,000 PP [Ted]

Set Frank's waypoint toward the Yucatan Casino; he's going to use his free time to take down a psychopath.

WATCH THE CLOCK!

Stacey calls Frank at 7am when it's time to take his daily Zombrex dose. If this happens before Frank reaches the Yucatan Casino, go ahead and take the medicine to avoid missing the 8am deadline.

Upon entering the Yucatan Casino, Frank encounters Ted and his tiger, Snowflake. Insisting on feeding his feline with "fresh" meat, Ted and Snowflake immediately turn hostile on Frank.

Lacking strong attacks and countermoves, Ted is an easy psychopath to defeat even at lower levels. Lay a swift barrage of melee attacks to quickly down the chubby tiger trainer. Should Snowflake interfere by pouncing on Frank, quickly follow the onscreen commands to avoid serious damage.

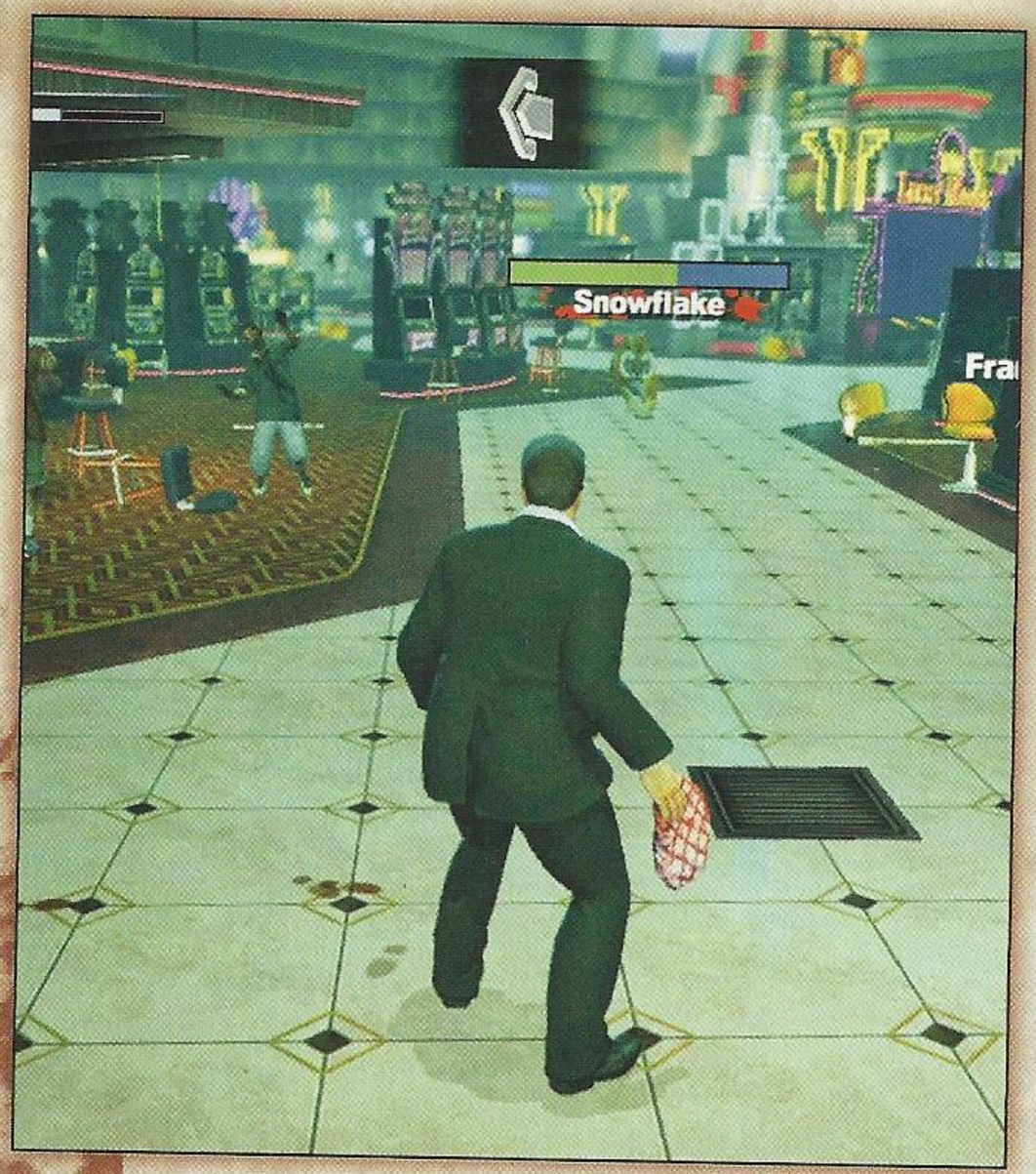


DON'T EAT THE STEAKS!

It may be tempting to eat the steaks found around Snowflake's cage, but Frank needs them to tame the wild cat.

JOIN BONUS: 15,000 PP **RESCUE BONUS:** 30,000 PP

Once he's dispatched Ted, Frank's focus shifts toward Snowflake. While Frank can choose to fight and defeat the tiger, Snowflake's fast pounce attacks make her one of the toughest psychopaths in the game. Luckily, there is a peaceful solution to the encounter.





Pick up the three pieces of steak scattered in Snowflake's lair and lay them in her path when she's getting ready to charge. When the tiger rushes toward Frank, she turns to eat her steaks instead of the journalist. Keep an eye on Snowflake after each meal, making sure to reposition Frank and the steaks accordingly. After consuming three steaks, Snowflake calms down and joins Frank as a survivor.

QUICK STEP

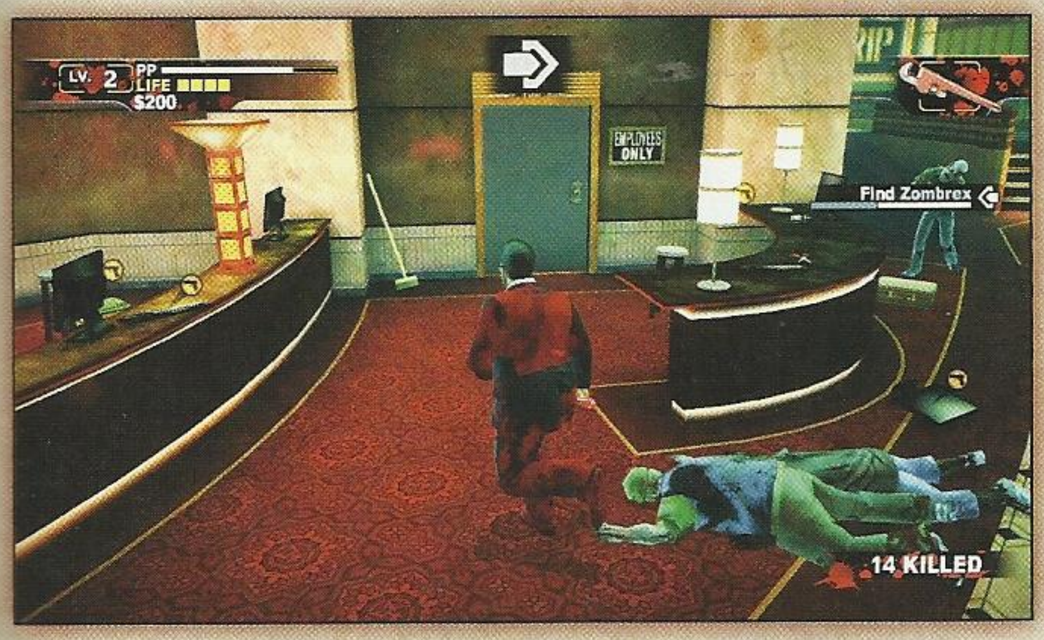
If Frank takes too much of a beating, head to the bar in Baron Von Brathaus and mix two wines together to make Quick Step. Increased speed helps Frank avoid the tiger's lunges. Make a second cocktail for a rapid return to the safe house once the fight is over.

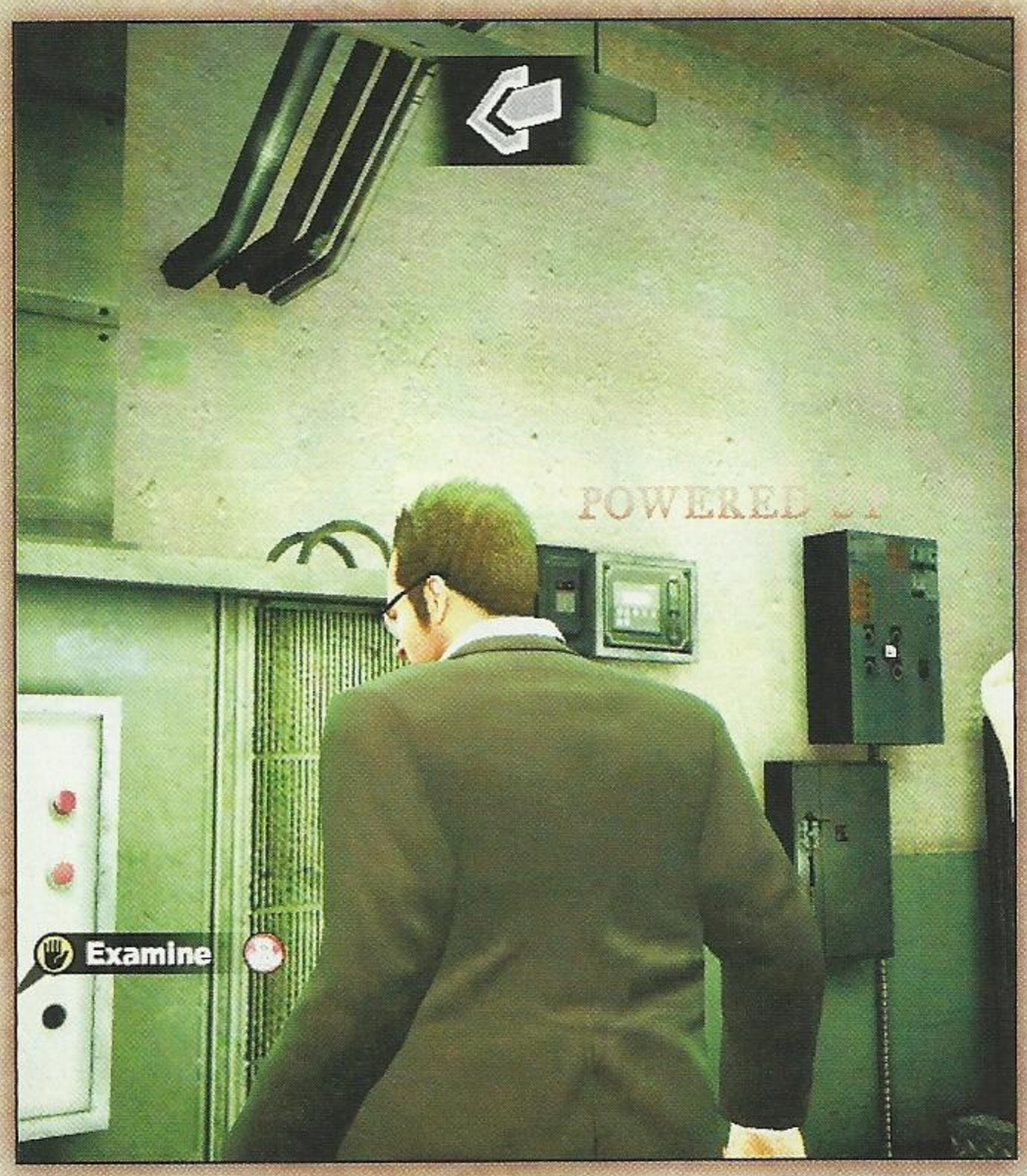
Tiger Tamer

To get the Tiger Tamer Achievement/Trophy, keep Snowflake around for the time being. Tell her to wait outside by the steps leading into the safe house, and keep her in tow until Frank confronts another psychopath. Make sure she gets a hit on the psycho!

SURVIVOR: LENNY MOONEY

JOIN BONUS: 10,000 PP **RESCUE BONUS:** 20,000 PP





With Snowflake tamed, Frank can now rescue Lenny, a survivor who is seen running at the beginning of the Ted and Snowflake battle. Find Lenny in the Employees Only room, located to the south of the casino.

Lenny tells Frank about a switch that restores power to the Yucatan Casino. Follow the slightly confused survivor to a room adjacent to the men's bathroom, where a panel can be examined to restore power to the casino. Finding Frank to be a reliable person, Lenny agrees to return to the safe house.

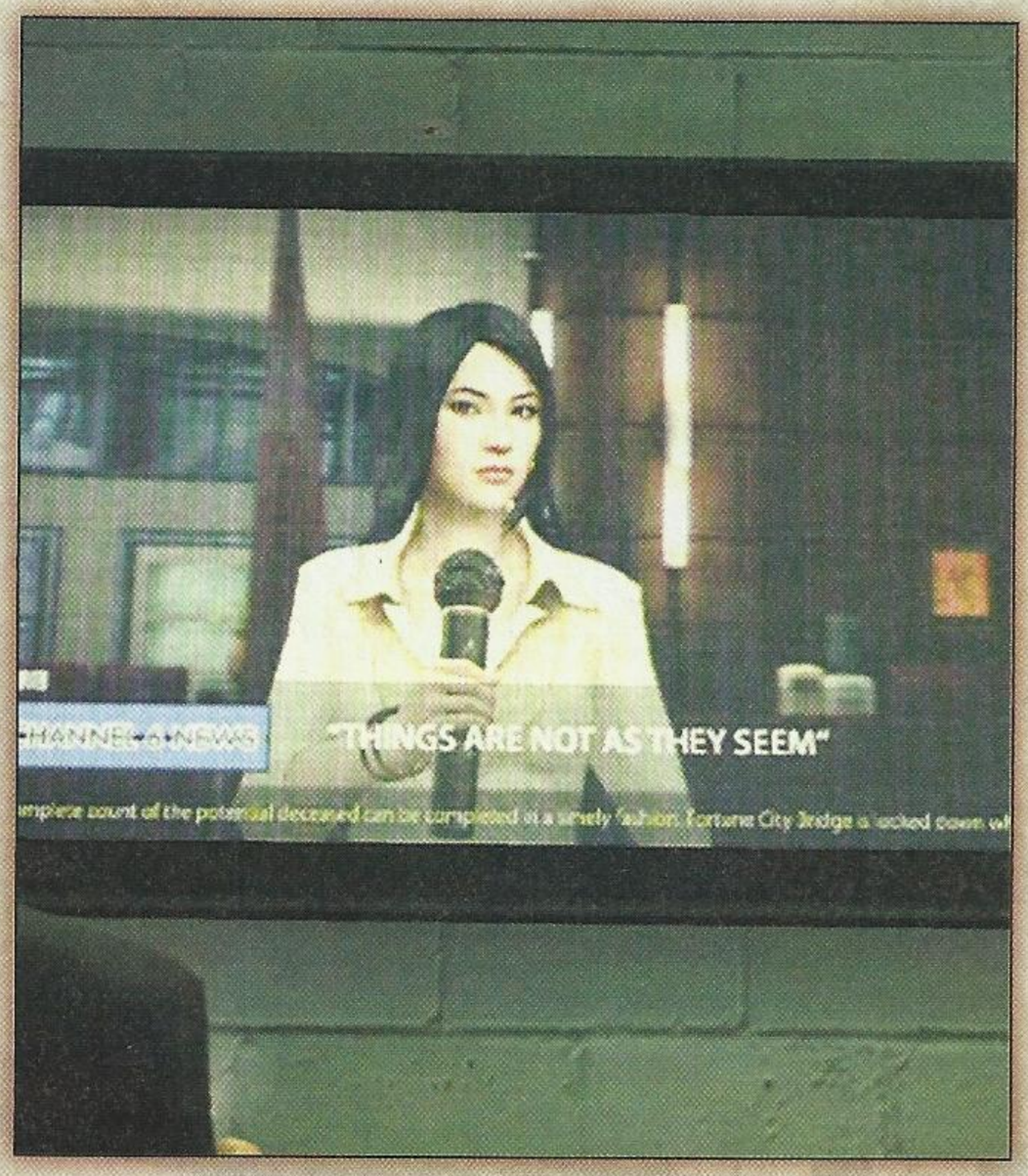
Powered Up

Frank unlocks the Powered Up Achievement/Trophy for powering up the Yucatan!

CASE 1-1: BIG NEWS



Frank joins Stacey in the security room to watch the Channel 6 Action News feed. Reporter Rebecca Chang, reporting live from the Fortune City Hotel, presents a clip of a CURE activist blowing a hole in a security gate, giving the zombies access and initiating the outbreak.



This was no accident. Frank confronts Stacey, suspicious of her group's involvement with recent events. She denies his accusations, claiming that CURE's been set up. Whether or not she's telling the truth, this is Frank's chance to get back in the game and find out what's really going on.

His first objective: locate Rebecca in the Fortune City Hotel lobby. On his way out, Sullivan gives Frank a key to Fortune City's Maintenance Rooms. Zombie killing's about to get a whole lot more fun.

MAINTENANCE ROOMS

Maintenance Rooms are scattered all over Fortune City. Check the map often to find these useful sheds where Frank can create powerful combo weapons. For full info on the combo weapon system, turn to page 182.







FRANK'S FIRST COMBO

Frank earns the Spiked Bat Combo Card after passing by the safe house Maintenance Room with his new key in hand. This weapon remains a reliable go-to throughout Frank's adventure. Don't forget to snap a photo of the workbench for 1,000 PP!

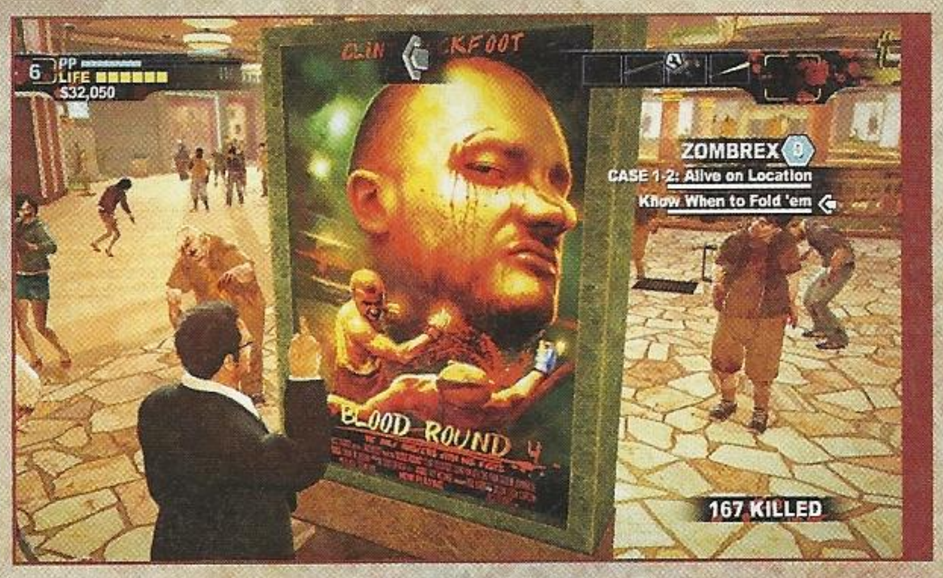
SURVIVOR: Know When to Fold 'em

JOIN BONUS: 10,000 PP **RESCUE BONUS:** 20,000 PP

While Frank's dying to meet reporter Rebecca Chang to get the scoop on the outbreak, he's got some extra time before heading to the hotel lobby. Set your guide arrow to Know When to Fold 'em and start heading to the Americana Casino.

COMBO CARD—TENDERIZERS

Examine the poster for *Blood Round 4* on the way to the Americana Casino to unlock the Tenderizers Combo Card!



Frank runs into Bill, a gambling addict who's barricaded himself among a row of Barnyard Bonanza slot machines. Despite Frank's pleas for him to join the rest of the survivors in the safe house, Bill refuses to leave his spot until he recoups his losses of $20,000.



If Frank's low on funds, spend a few minutes smashing the nearby slot machines for a quick 20 grand. In fact, make that 25 grand. Hand over the money, and then set the guide arrow to One Man's Trash.

MONEY, MONEY, MONEY

Money makes the world go round, especially the ritzy world of Fortune City. Having a large sum of cash on hand has several advantages during Frank's adventure. For the full scoop on getting rich quickly, turn to page 17.

ONE MAN'S TRASH

Visit Moe's Maginations on the Platinum Strip to find a looter guarding the gate. He informs Frank that this and three other stores in Fortune City have been converted into pawnshops run by the looters. While Frank can find and put together most of the available items himself, certain unique items can only be obtained through the looters.



ABOUT THAT PRICE...

To get an extra 20% discount on all of items sold by the looters, collect both of the *Bargaining* magazines found in Fortune City. For all magazine locations, turn to page 188. When Frank is purchasing big-ticket items, these magazines can literally save hundreds of thousands of dollars!

With Bill in tow, it's time for Frank to seek out reporter Rebecca Chang in hopes of getting more info on the outbreak. Set the guide arrow to Alive on Location.

CASE 1-2: ALIVE ON LOCATION



Walking into the Fortune City Hotel lobby, Frank notices Rebecca's ID on the floor. The amateur must be zombie lunchmeat at this point. A gunshot blasts nearby, downing a nearby zombie. Rebecca lowers the gun and greets Frank. Apparently, she knows how to take care of herself.

Frank tells her that he thinks CURE is being set up and wants to know where she got her exclusive video footage. Like any serious reporter, she won't give up her source. Luckily, Frank's not empty-handed.

They make a deal. Frank agrees to share his photos with Rebecca after she escorts him to the central security room, where he can hopefully discover footage that reveals a bigger part of the story.

AFTER YOU

Speak to Rebecca to start heading toward the security room.

SECURITY BOX #673

Pick up the Security Box key on the floor just inside the double doors Rebecca immediately races through.



While she might be sneaky, at least Rebecca's considerate. Take up her offer, and save at the restroom along the way. Talk to her when Frank's ready to go, and continue following her to the security room.

UNWELCOME SURPRISE

Just as Frank races into the entrance of the Toy Manor construction site, a looter jumps out and douses his eyes with spray paint. Follow the onscreen button commands to clear the foul liquid from his eyes, then dish out a cold plate of revenge.

Rebecca shows off her survival skills in multiple ways en route to the arena security room. She stops just outside the security door. Speak with her, and then examine the door.

CASE 1-3: INSECURITY

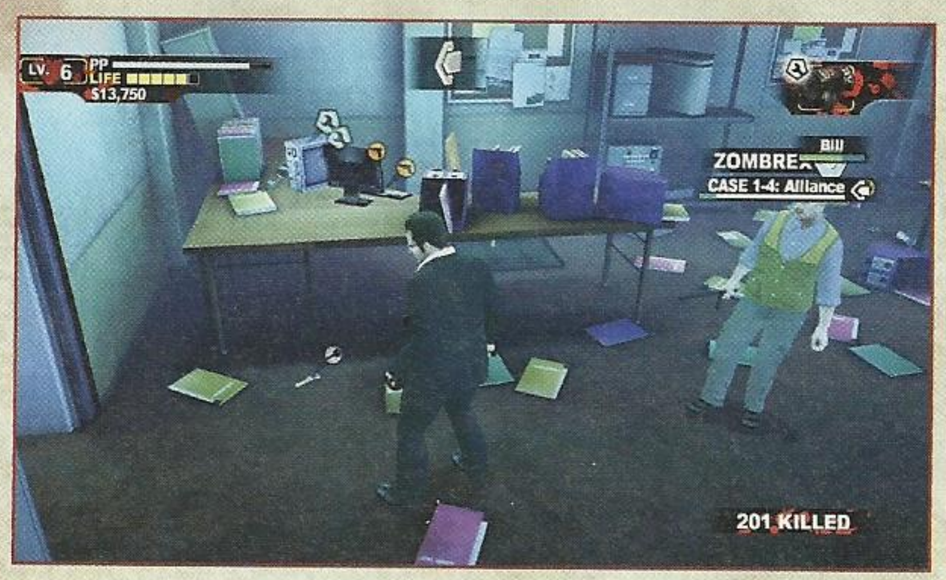


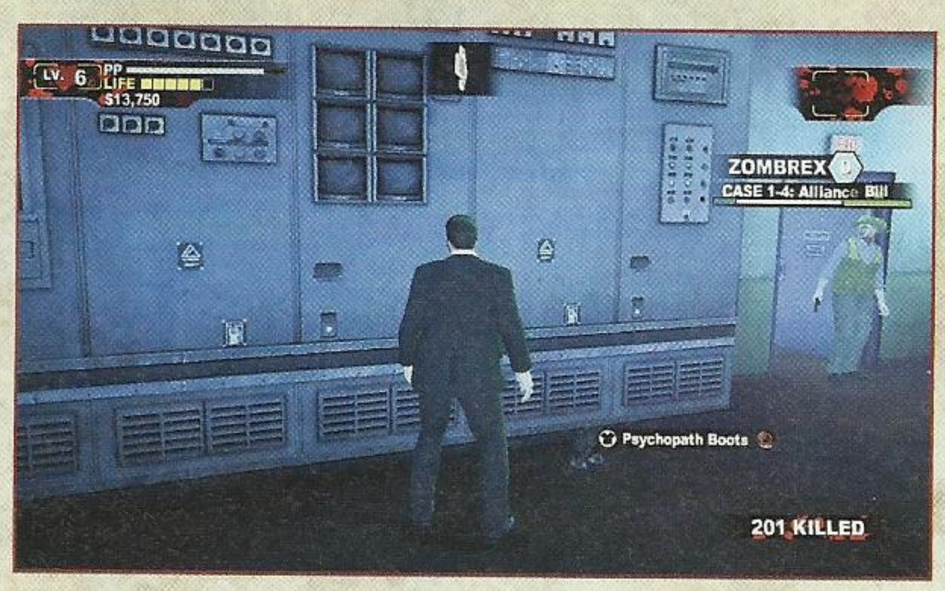
It's locked. A frustrating setback for Frank, but nothing Rebecca can't handle in an instant. She slyly picks the lock, opening the door to reveal a wrecked security room with dead guards inside.

They've been shot, not eaten. Whether or not CURE is behind the events, the situation definitely goes deeper than previously expected, and somebody's responsible. Before Frank has the chance to look around much longer, Stacey calls. Sullivan has seen the news report and is threatening to kick her out. Head back to the safe house and try to convince him otherwise.

IT'S NOT ALL WORTHLESS

Before heading back to the safe house, there are a few items Frank might be interested in taking along. A pair of Psychopath Boots sits by the lockers, the first of the Psychopath outfit. A *Hand to Hand* magazine rests next to one of the security guards, and Frank can find the key to Security Box #097 behind a computer monitor.





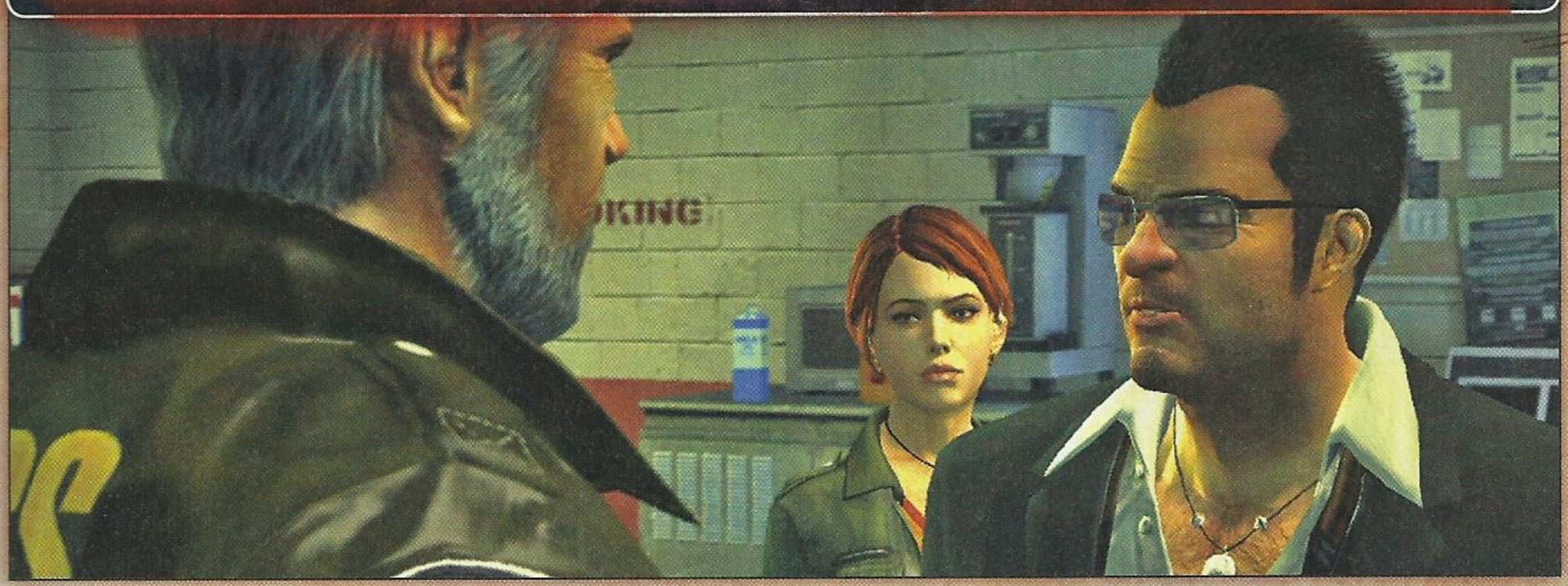
THE SUIT MAKES THE MAN

Frank gains special abilities while wearing every piece of a set. There are several different outfits with a variety of effects, but he must find every piece before the effects set in. For full info on the outfits available, turn to page 188.

HOW'S BILL?

Away from his precious slot machines, Bill is totally out of his element. If he became injured at all on the way to the security room, now's a good chance to hand over some food and equip him with a weapon for the return trip to the safe house.

CASE 1-4: ALLIANCE

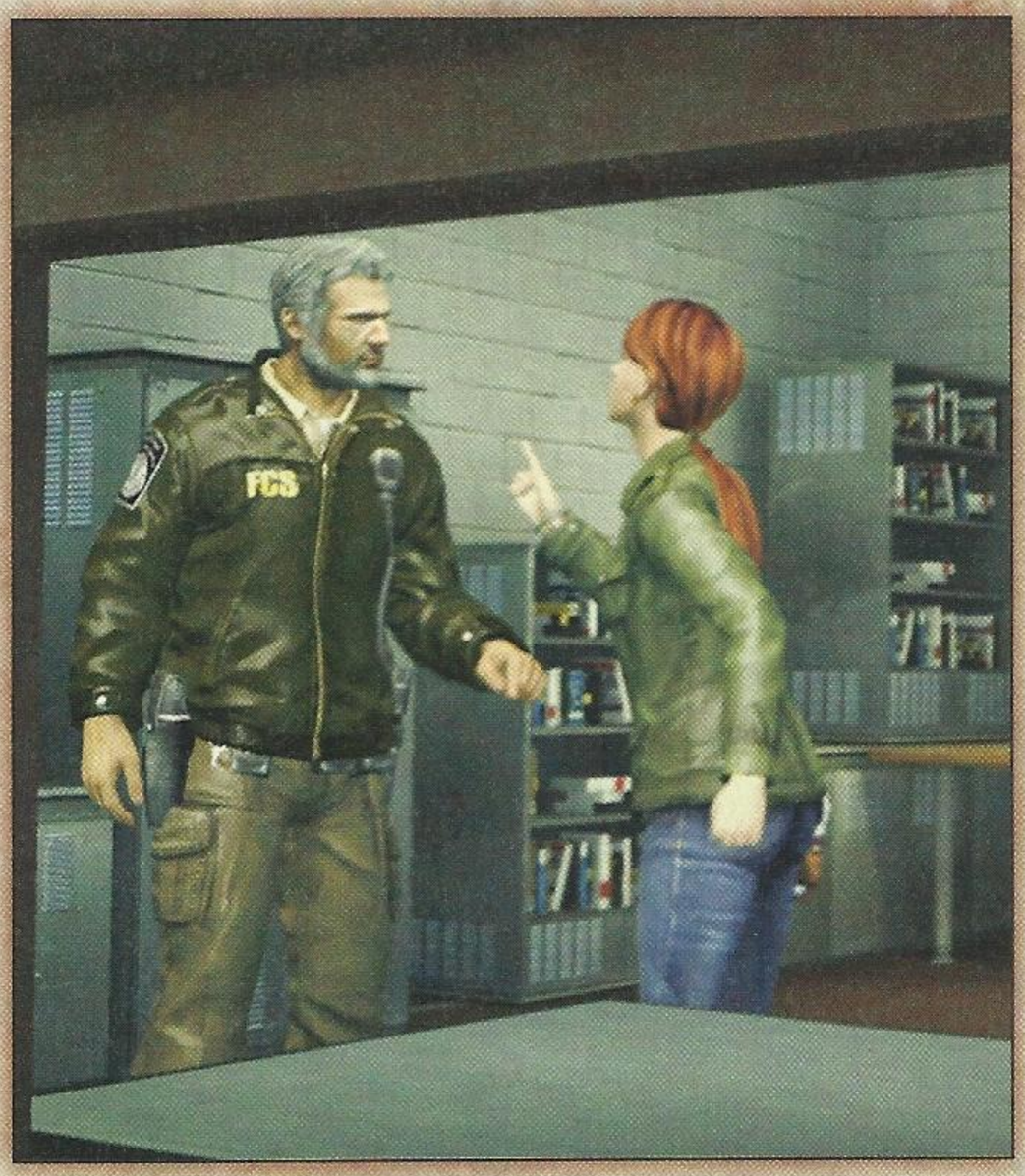


Sullivan's chewing out Stacey as Frank walks back into the safe house security room. She claims innocence, but Sullivan expresses his disappointment in Frank for helping out such a lowlife.

Frank shares his belief that CURE is being set up, explaining the evidence found at the arena security station and the exchange between TK and the man in the news report footage.



Rebecca steps in, and Sullivan gets out of the way. He tells the group that they can investigate the facts if they want to try to prove CURE's innocence before the military arrives, but Stacey isn't allowed to leave the vicinity.



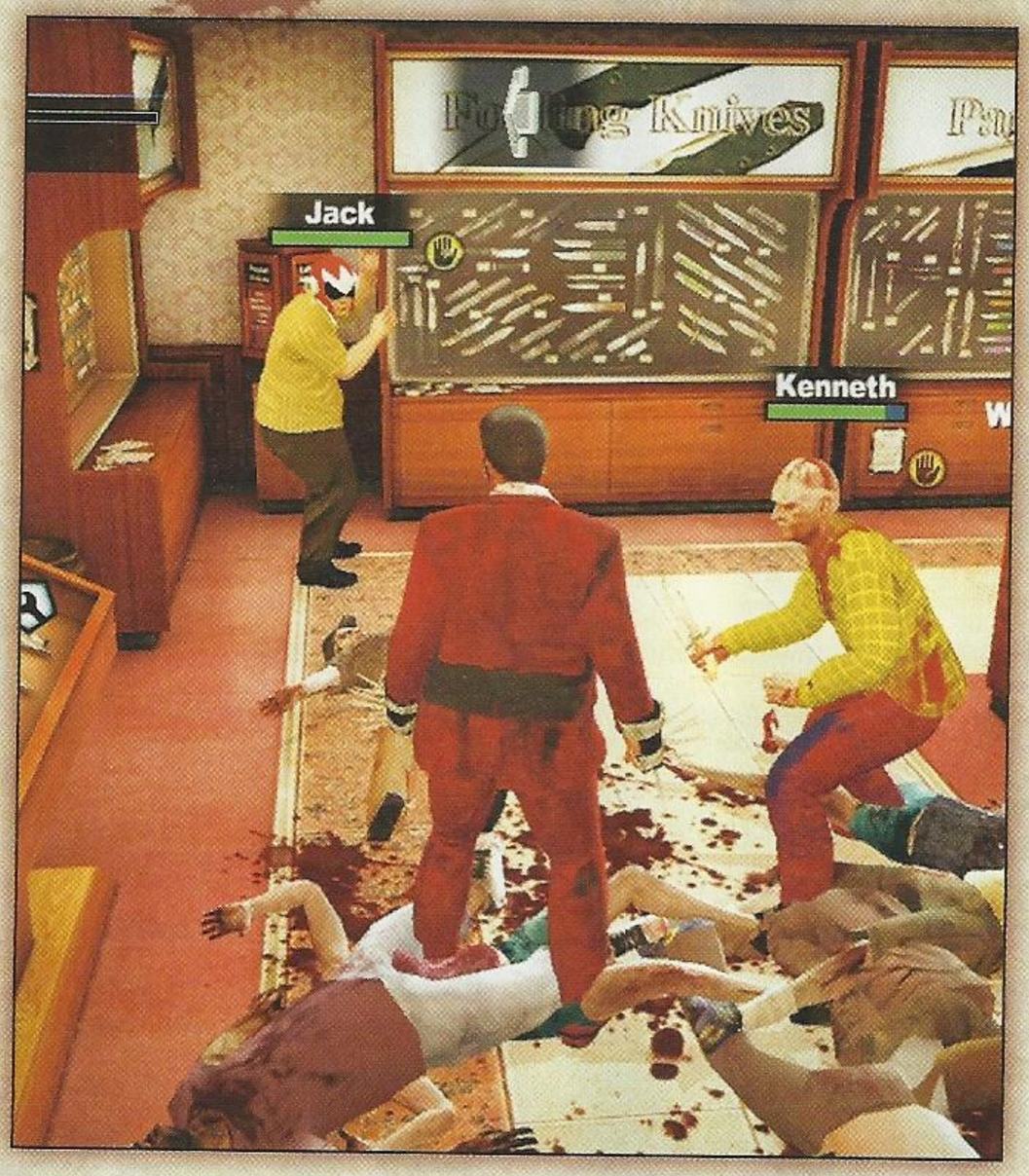
The three decide to work together. Things are about to get interesting.

TIME TO SPARE

The next case doesn't begin until 6:30pm, leaving Frank with a chunk of time to focus on saving survivors and beating down psychopaths. Set the guide arrow to Welcome to the Family, and let the games begin!

SURVIVOR: WELCOME TO THE FAMILY

JOIN BONUS: 13,000 PP **RESCUE BONUS:** 16,000 PP



A hungry group of zombies is closing in on survivors Jack and Kenneth in Shanks. Help them out and clear house to keep them from taking too much damage. Use an accurate weapon that won't threaten to damage the survivors in the process.

Jack and his son-in-law, Kenneth, were trapped while attempting to "bond" over some poker, but Jack's not a big fan of his wimpy son-in-law. Frank needs to convince them to stop their bickering and follow him back to the safe house. There are several food pieces around the store, as well as all the meat cleavers and Bowie knives that the group can get their hands on.

Equip the survivors with blades, and head back to the safe house.

SURVIVOR: LUSH-IOUS LADY

JOIN BONUS: 5,000 PP **RESCUE BONUS:** 10,000 PP

Looks like somebody had too much to drink. As Frank enters the security room of the nearby Americana Casino, the stench of sickness fills his nostrils.

Kristin partied a little too hard the night before, and she wasn't aware of the outbreak. She's in no state to walk on her own, forcing Frank to pick up and carry her to safety——stench and all.



A HELPING HAND



Unfortunately, not every survivor is in fit and fighting form. Whether they need a helping shoulder or strong arms to pick them off their feet, it's up to Frank to help them move if he wants to get anywhere in a timely manner. While carrying Kristin, try to avoid large crowds and kick any stray zombies out of the way.

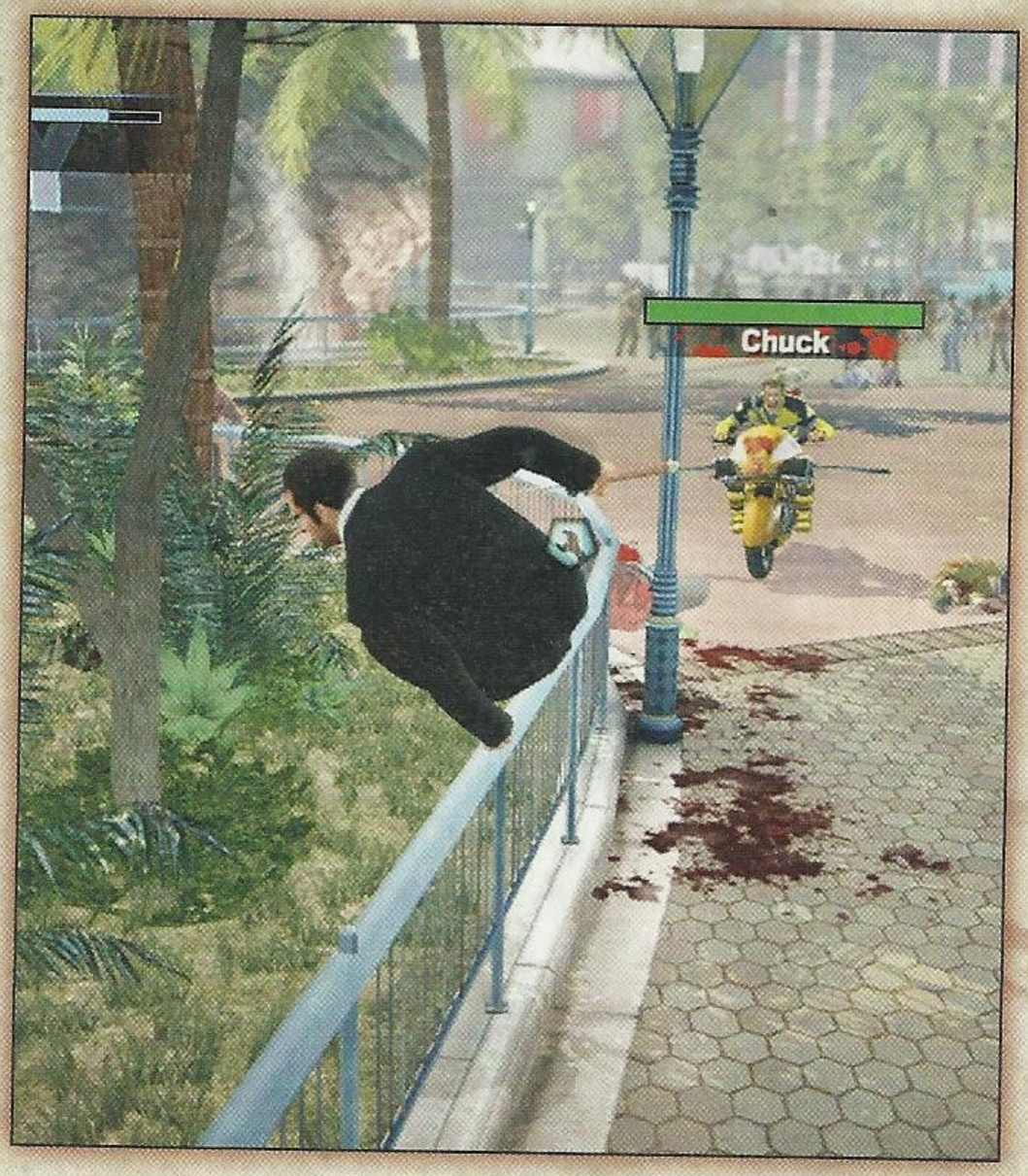
PSYCHOPATH BATTLE: CHUCK GREENE—PEOPLE LIKE US

REWARD: 20,000 PP

Somebody's wreaking havoc in Fortune Park, and Frank's about to find out who it is.

A "Terror Is Reality" motocross champion appears just outside of the Atlantica Casino. As Frank moves in to investigate, he's confronted by none other than former motocross champion Chuck Greene. Delusional and caring for a doll in place of his daughter, Katey, Chuck gets angry and protective when Frank offers his help.





With his modified twin chainsaw motorcycle, Chuck is a tough enemy to deal with out in the open. Luckily, there are positions in Fortune Park that Frank can use to his advantage.

Quickly jump into a fenced area to avoid Chuck's charges. As the motorcycle hits the barrier, Chuck is momentarily incapacitated, leaving him open to attack. Jump out and start swinging. Attack from behind to avoid taking damage from the blades.

When Chuck takes off, stay out in the open long enough for him to circle around for another rush, then jump the fence to cause another crash.



HAIR OF THE DOG

Chuck's got a drinking problem and a never-ending supply of whiskey. Watch yourself when he pulls out the bottle—he won't hesitate to light it on fire and toss it.

Keep swinging away until Chuck loses his grip on the bike. Delusional until the very end, he closes his eyes one last time, comforting his "daughter" with his final words.



BIKE MODIFICATIONS

As Frank steps away from Chuck, he stumbles upon the bike trailer key. He can use this to open up the bike trailer at the north end of the Silver Strip. This trailer holds a special motorcycle that Frank can modify to his liking. For more info on bike modifications, turn to page 187.

SURVIVOR: BRAINS OVER BRAWN

JOIN BONUS: 14,000 PP **RESCUE BONUS:** 48,000 PP

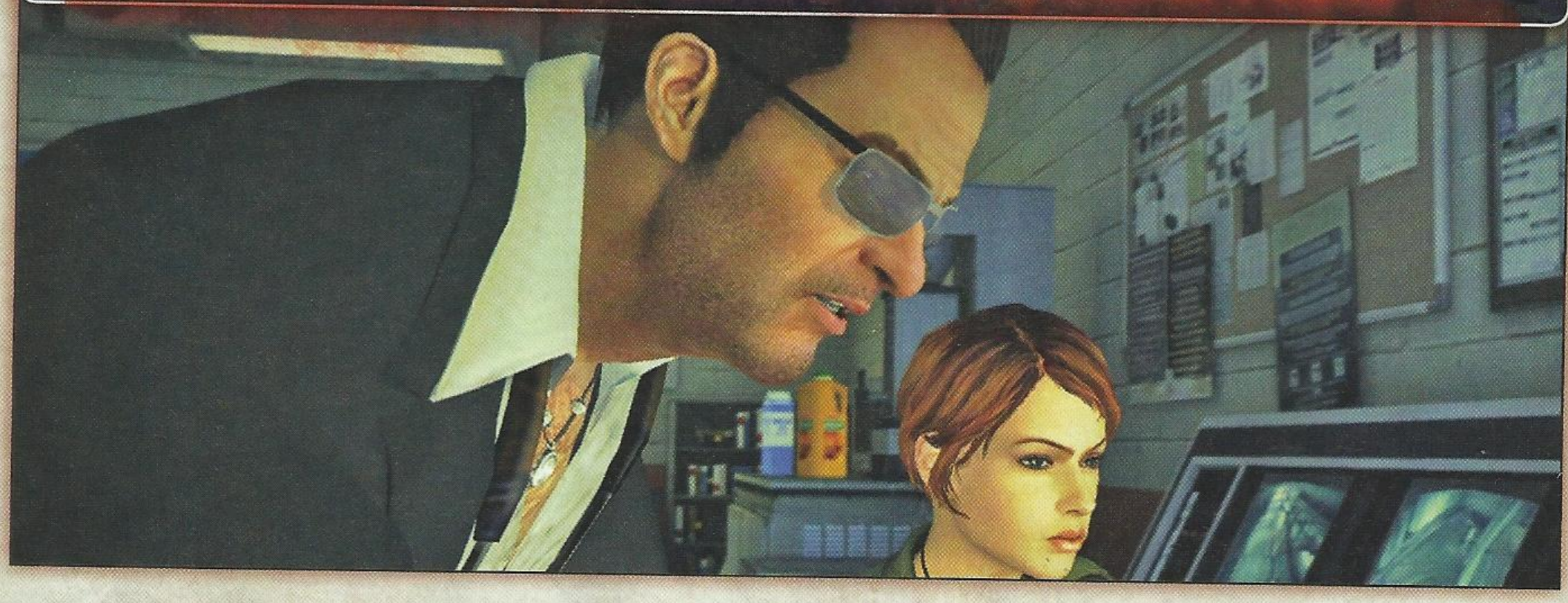
By this point, it probably won't be much longer until Stacey calls Frank back to the safe house. Set the guide arrow to Brains Over Brawn to pick up a group of survivors on the way back.

Four gamers barricaded inside an empty lot sit hunched over a game board, completely oblivious to their surroundings. Speak to John to convince him and his friends to join Frank on his way back to the safe house. It might be difficult for them to leave their fantasy world, but the promise of girls is enough to persuade them to follow Frank.

Take them back to the safe house before they lose their nerve.



CASE 2-1: CURE-IOUS INFORMATION



As Frank walks into the safe house security room, Stacey shows him a feed on the security cams of a man dragging a girl into a washroom, kicking and tormenting her along the way.

It's the same guy that Frank saw with TK at the start of the outbreak. Stacey pins him as a new CURE recruit, whom she hadn't seen before the last protest. It must be a set-up, and Frank's about to get to the bottom of it.

CASE 2-2: A FAMILIAR FACE



Whether or not the CURE activist was planted there by TK, it's clear that he needs to be stopped. Stock up on food from the security room or cafeteria, and set the guide arrow for A Familiar Face to stop this crazed protestor for good.

NIGHT CRAZE

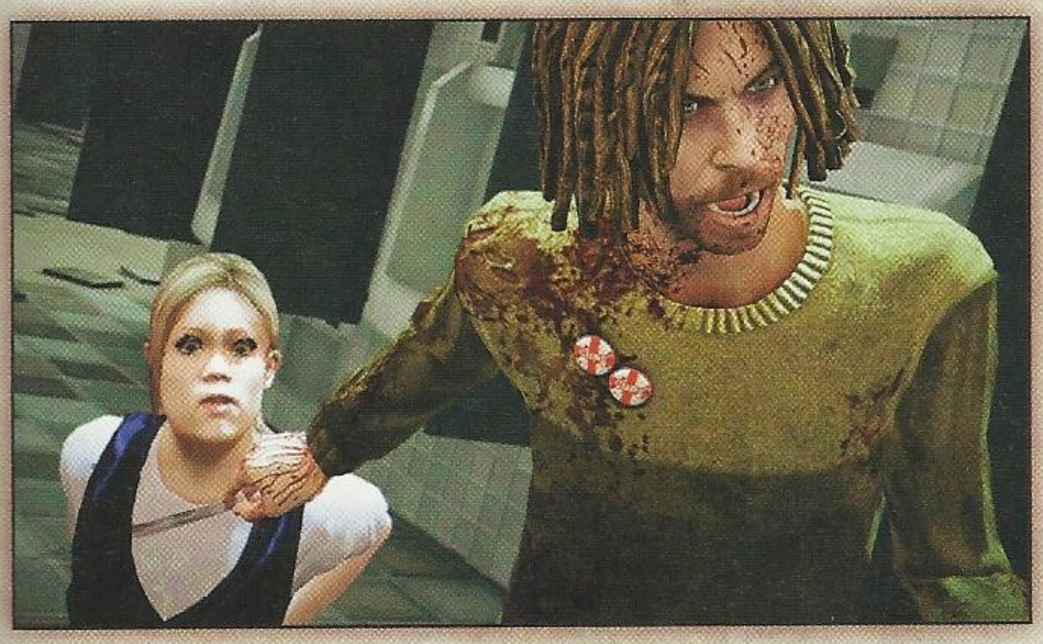


When the sun sets at 7pm, hunger sets in, and the zombies start getting irritable. Throughout the night, they move more quickly and pursue Frank more doggedly. Keep away from large crowds to avoid getting swarmed.

BRING FOOD INTO THIS THEME PARK

The Uranus Zone may be filled with rides and games, but there aren't a lot of food sources if Frank's health gets low. Load up on food before going after the villain, even if it means dropping a weapon or two.

PSYCHOPATH BATTLE: BRANDON



TK's accomplice has completely lost it. Initially horrified by the lives lost because of his actions, Brandon came to accept the outbreak as something beautiful. To prove his shifting perspective, he lets loose a zombie near his victim. Frank pushes the zombie out of the way and protests, so Brandon takes care of her himself.

Brandon is a fast foe who attacks with a large piece of glass. With Brandon using a variety of close-range slash moves, it's best to maintain distance from him until he opens himself up to attack.



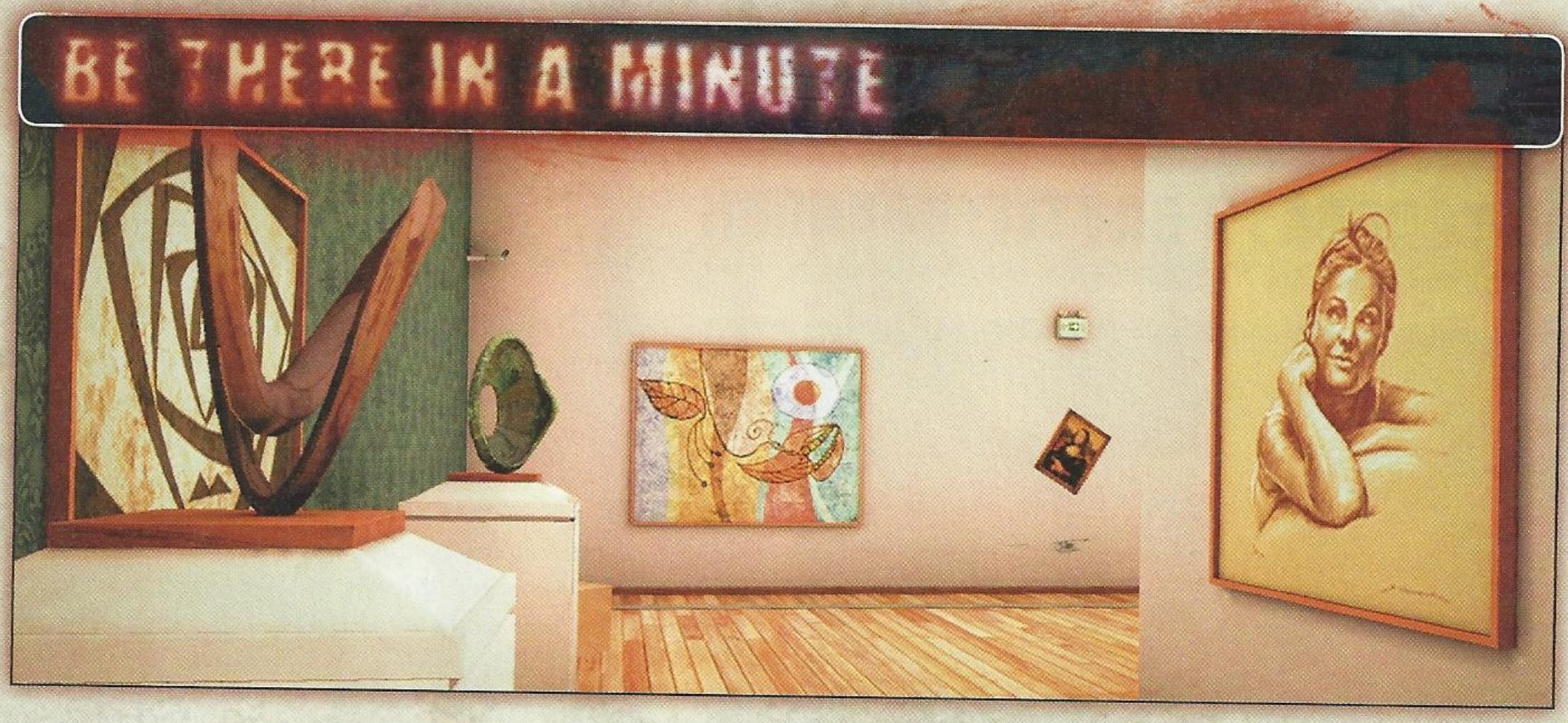
After Frank deals damage to Brandon, he disappears into the restroom stalls, and releases a group of zombies in the process. Dispatch these undead foes quickly; a simple grab from one of them leaves Frank defenseless against Brandon's attacks.

STICK MY NECK OUT FOR YOU



Brandon stops to taunt Frank from time to time, slowly sliding his glass across his throat. This provides not only an opportunity for some well-placed melee attacks, but also a high PP-earning photograph. Keep your distance and zoom in for maximum points.

Stay in the front area of the bathroom, avoiding Brandon's sneak attacks as he jumps out of the stalls. Remain one step ahead at all times, and it won't be long before Frank puts this crazed protestor to rest.



With Brandon out of the picture, Stacey calls and asks Frank to return to the safe house to explain what's going on. Before heading there, however, Frank has a few more people to rescue.

SURVIVORS: TWO'S COMPANY

Two comedians are arguing in From Fortune With Love in the Uranus Zone. After listening to each one tell a joke, Frank must hand the Comedy Trophy from the nearby counter to whomever he considers the better comedian.

If Frank gives the trophy to Royce, Walter cries the entire time back to the safe house. If Frank gives the trophy to Walter, Royce demands that Frank hand over $5,000 before joining up!



JOIN BONUS: 40,000 PP **RESCUE BONUS:** 80,000 PP

PROTECT THE WINNER!

The winning comedian worked hard to win his trophy, and he refuses to give it up for any other item, weapon, or food. Make sure he avoids serious damage, or there won't be anyone laughing.

With the dispute settled, fix Frank's guide arrow to Art Appreciation.

SURVIVOR: ART APPRECIATION

JOIN BONUS: 8,000 PP **RESCUE BONUS:** 16,000 PP

Frank hears crying as he nears the Palisades Mall art gallery. A budding artist is heartbroken over the failure of his first gallery piece to impress the masses.



Entirely unimpressed, Frank orders Randolph to get his act together and follow him back to the safe house. His dreams broken and wallet empty, Randolph won't budge unless Frank hands over $3,000. Might as well hand it to him; the extra PP is well worth the cost.

SURVIVOR: CODE BLUE

JOIN BONUS: 11,000 PP **RESCUE BONUS:** 22,000 PP

Take the survivors and head to Code Blue, using the hallway shortcut to the left of Finders Peepers for direct access to the Silver Strip.



Cut through the double doors next to the Maintenance Room, and snap a picture of the paramedic trying to revive a fallen victim. There's nothing he can do, but he's willing to follow Frank back to safety.

ZOMBREX!

While it's important that every survivor make it back to the safe house, it's especially in Frank's interest that Sven, the paramedic, gets back in fit form. He's got Zombrex, and he hands it over to Frank in gratitude for saving his life!

SURVIVOR: ONCE BITTEN

JOIN BONUS: 10,000 PP **RESCUE BONUS:** 10,000 PP

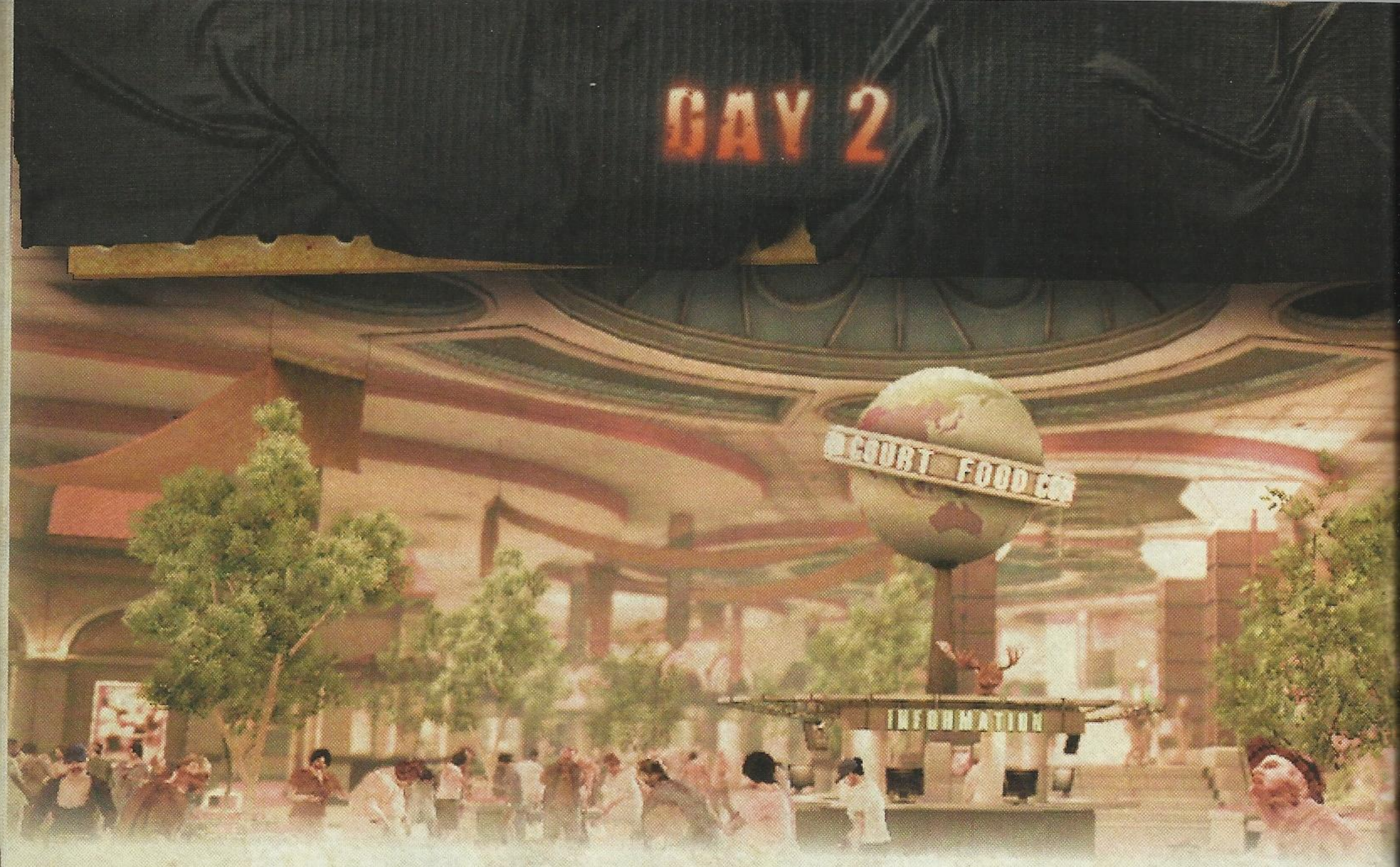
Before returning, head to the Once Bitten mission just around the corner to find an injured man in need of help. He's been bitten and needs Zombrex before he can get up and walk back to the safe house.

$50,000? NO PROBLEM!

If he's out of the medicine, Frank can purchase Zombrex at the nearby pawnshop for $50,000. He should have the money on him by this point, but if not, go smash some slot machines in the Atlantica Casino, or save the game and hop into Sandbox Mode to make some quick bucks!



Once Jared gets to his feet, get ready to take a photo as he injects himself with the Zombrex. He's still not feeling well, and he needs help to walk. Lend him a shoulder and head back to the safe house.

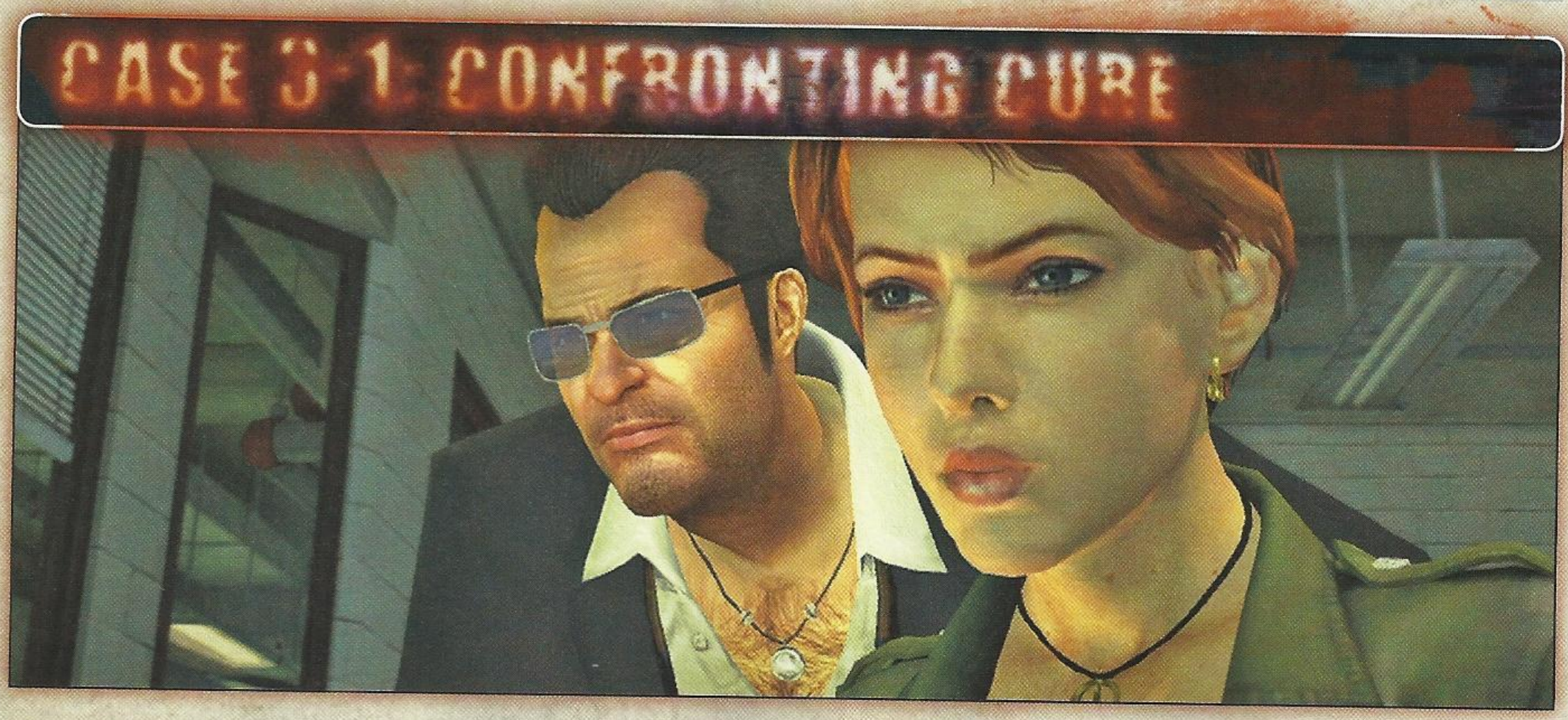


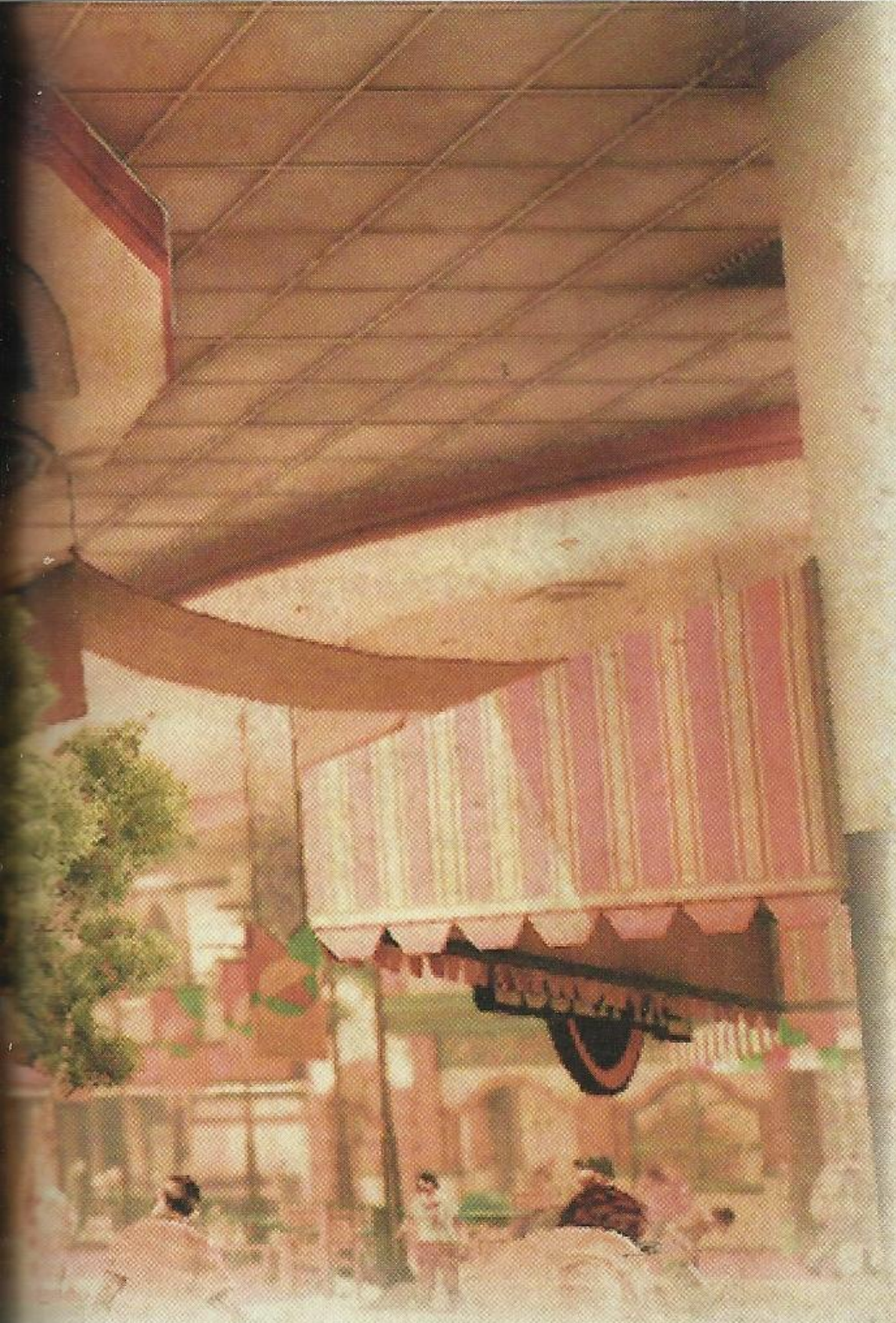
CASE FILES

CASE NAME	START TIME	END TIME
Case 3-1	2-2 Complete	10:30am
Case 3-2	3-2 Complete	10:30am
Case 4-1	1pm	2pm
Case 4-2	4-1 Complete	10pm

SURVIVORS

MISSION NAME	START TIME	END TIME
Hanging Around	12am	8am
An Industrial Fashion	1am	7am
Rock Heroes	4am	1pm
Slave to Fashion	8am	5pm
Quarter Circle to Forward	9am	7pm
Wilted Flower	1:15pm	6pm
Big Game Stakes	7pm	Day 3, 7am
Par for the Course	7pm	Day 2, 12am
Wax On Wax Off	8pm	Day 3, 6am





PSYCHOPATH BATTLE:
Chef Antoine—Tastes Like Chicken

REWARD: 20,000 PP

Stacey calls in with a report of some survivor activity going on at the Cucina Donnacci restaurant inside the Food Court.

Inside, Frank finds a chef furiously preparing some kind of meat amidst the chaos of Fortune City. Chef Antoine greets Frank, believing him to be a food critic who has come to judge his latest culinary masterpiece. When Frank reveals he's not a critic at all, Chef Antoine goes mad, promising to have Frank for dinner—as the main course!



PSYCHOPATHS

MISSION NAME	START TIME	END TIME
Here Comes the Groom	7am	11pm
Everyone Knows Slappy	12pm	Day 3, 3am
Mail Order Zombrex	11pm	Day 3, 2pm

Frank confronts Stacey in the security room, curious why a CURE member was involved with the outbreak. Stacey refuses to give in, claiming that TK must be the one behind the mess.



Frank agrees that there's something deeper than CURE behind this when they suddenly notice activity on the security feeds. A well-organized group of people is moving around equipment on a train in the maintenance tunnel. This might just be the lead that Frank was waiting for.

Chef Antoine is as skilled with a skillet as any warrior wielding a warhammer. If Frank gets too close, Antoine strikes a mighty blow that knocks him to the ground. From a distance, Antoine can throw his skillet or unleash a barrage of three masterfully thrown plates that whittle down Frank's health.

Equip a melee weapon that strikes quickly, and run up to the chef to deal a few blows. When Antoine reels back to strike Frank with his skillet, run away or roll out of the path of his blows. Keep repeating this pattern until Antoine retreats to one of his food stations.



After taking enough damage, Antoine retreats to either his kitchen or one of the set tables in the dining area of the restaurant. He begins to chow down almost immediately and starts recovering health. Quickly rush to Antoine's location and deliver a few quick hits to stop him.

Continue to dodge and strike until Antoine meets an untimely fate. Defeated, Antoine collapses into the restaurant's deep fryer, cooking his goose for good.

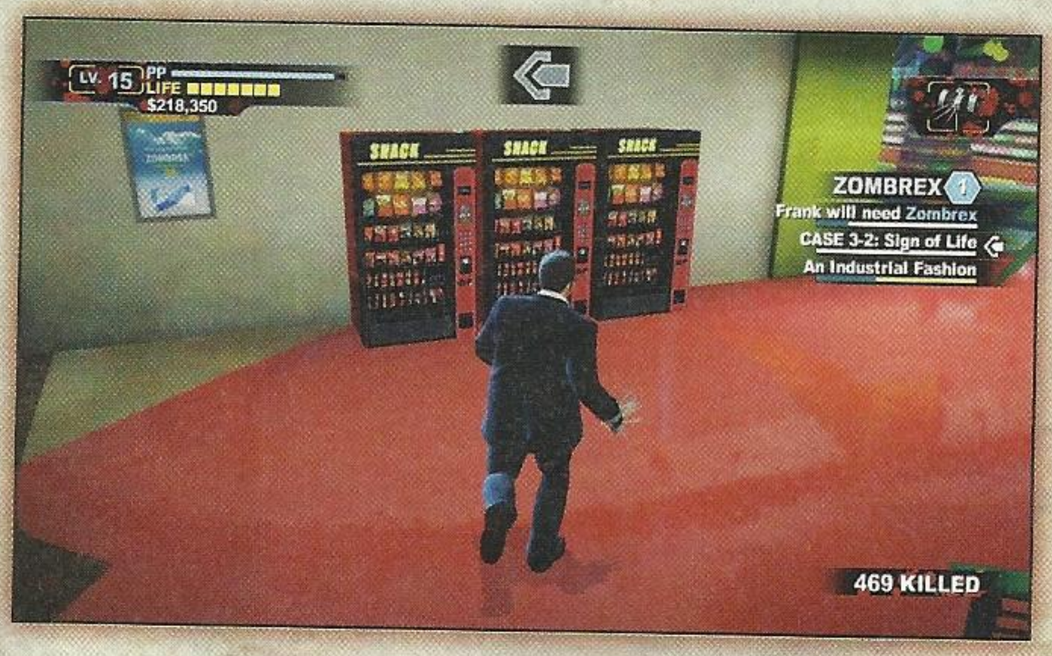
SURVIVORS: CINDA AND JASPER

JOIN BONUS: 15,000 PP **RESCUE BONUS:** 30,000 PP



After defeating Chef Antoine, head to the walk-in freezer in the corner of the kitchen and enter to find a tied-up survivor. Cinda is grateful to Frank [not to mention a big fan of his work] for saving her from becoming a seven-course meal, but she won't leave the freezer until Frank finds her friend Jasper. Jasper is hiding nearby on the roof of Hamburger Fiefdom.

Getting up to Jasper is easy: climb the vending machines to the left of Lombardi's Candy Shop and hop onto the striped awning to reach the roof. Head over to Jasper and talk to him a few times to explain the situation. Learning that Cinda is nearby, Jasper joins the party. Return to the freezer to retrieve Cinda. Set the guide arrow to Sign of Life, but take a quick detour to the southern end before heading to the case.

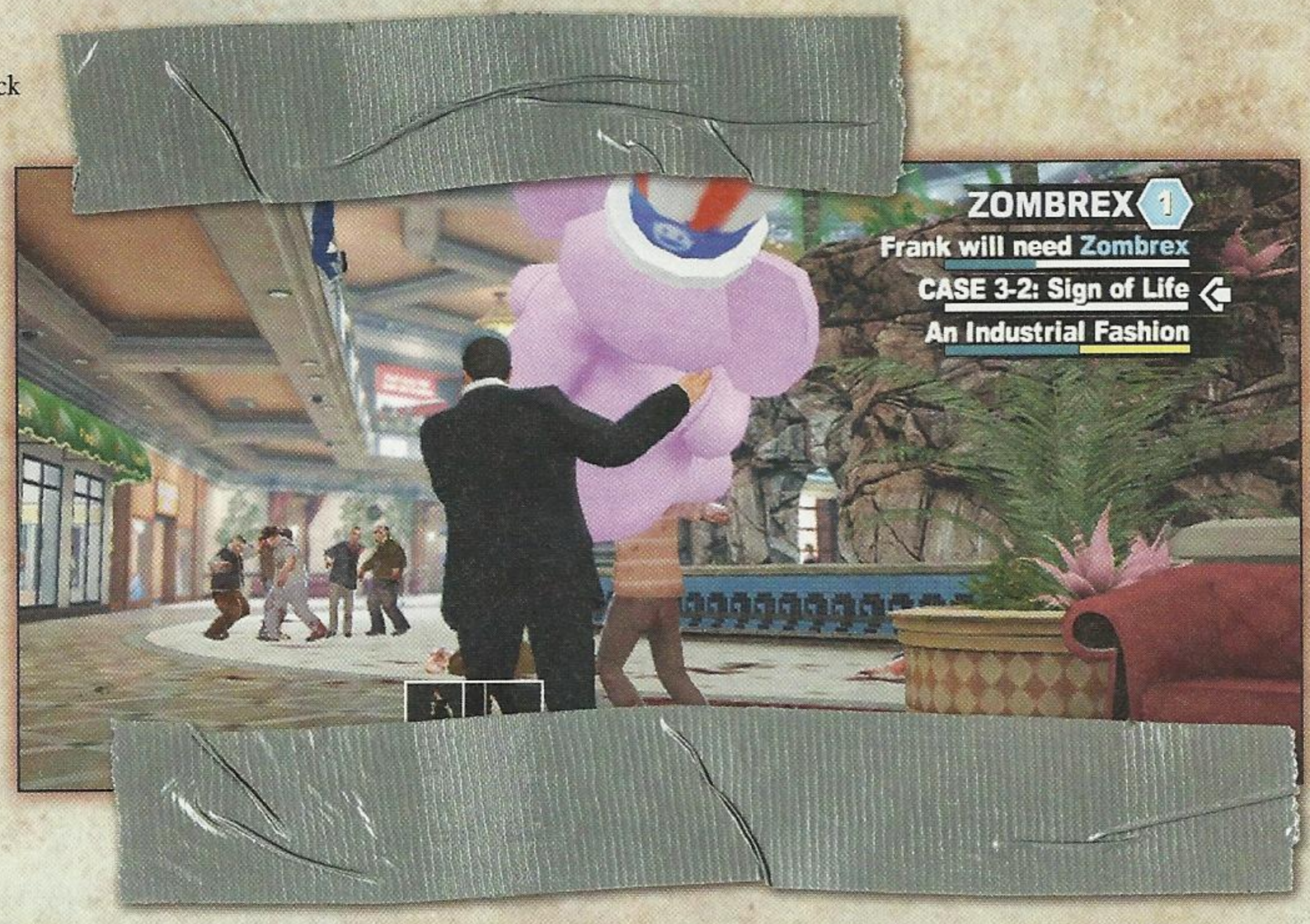


SURVIVORS: HANGING AROUND

JOIN BONUS: 20,000 PP **RESCUE BONUS:** 40,000 PP

Find survivors Marc and Earvin hanging for dear life off of the second-floor rails in Palisades Mall. To cushion their fall, retrieve either the Giant Stuffed Elephant or Giant Stuffed Bull from the nearby Ultimate Playhouse. After clearing the zombies gathered below, place the furry friend down to secure a safe jump for the survivors.

If there's time, guide the survivors back to the safe house; if not, just let them accompany Frank to his next case.

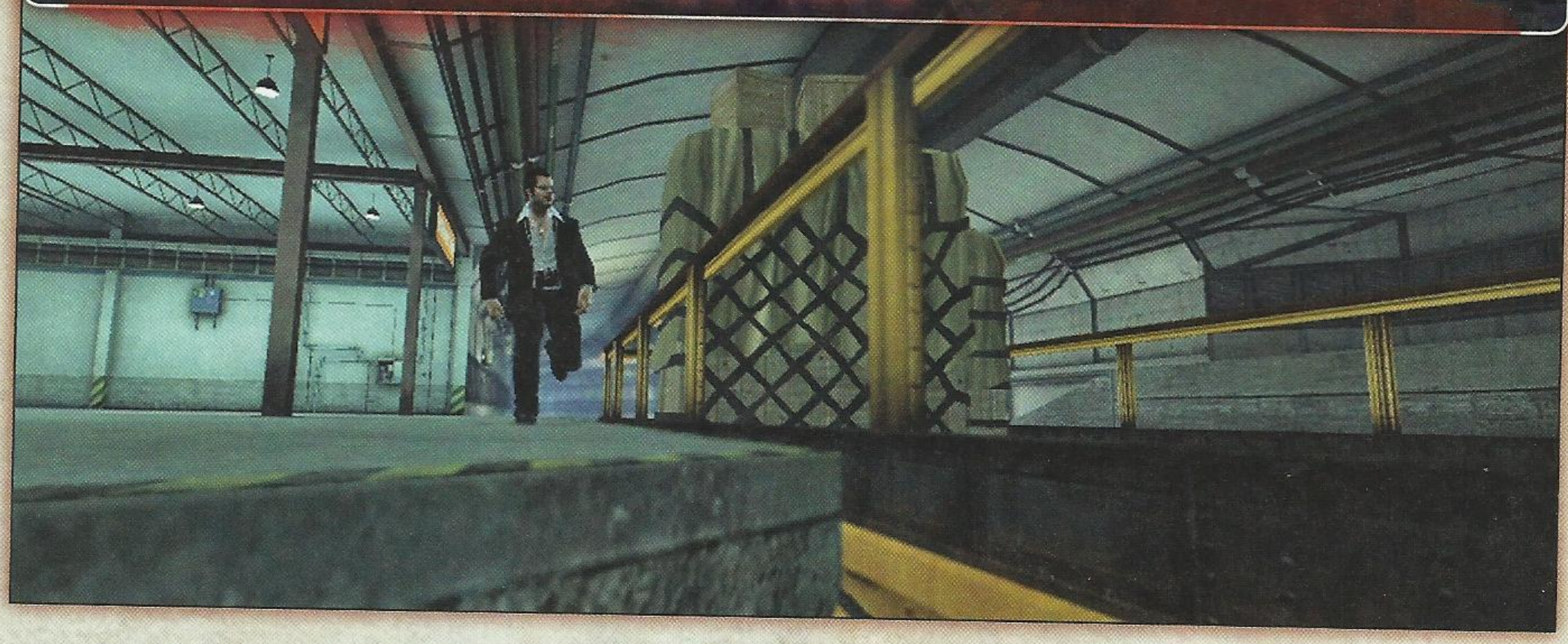


TIME IS SHORT



Once the first survivor lands to safety, Frank only has a short amount of time before the other loses his grip. Prepare ahead of time by placing the second stuffed animal near his location.

CASE 3-2: SIGN OF LIFE

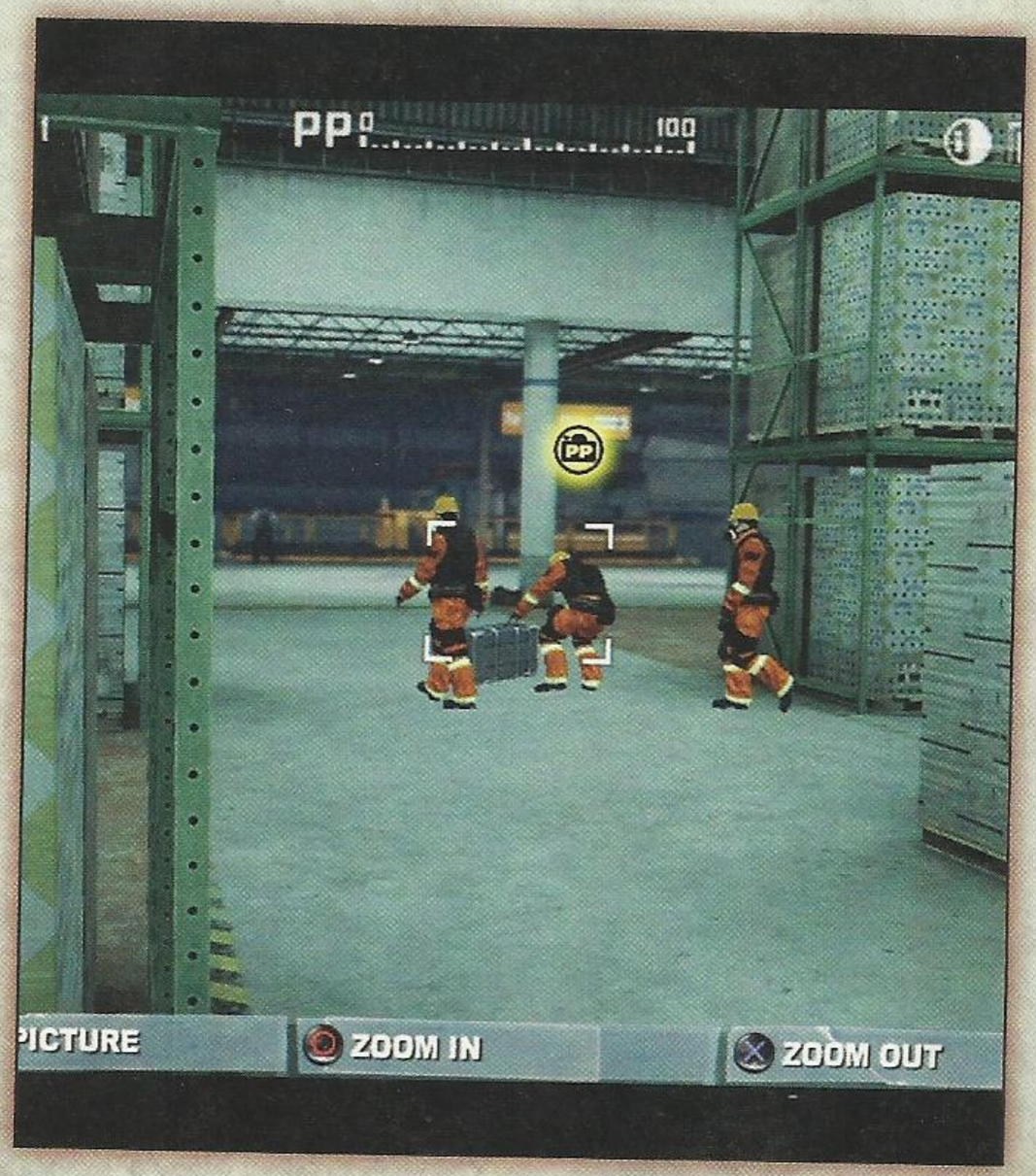


The nearest maintenance tunnel access door is located inside the Palisades Mall. Head over to the northern section of the shopping mecca, and once there, stop by the nearby stores and workbench to stock up on weapons and food. Go down into the maintenance tunnels.

SURVIVORS HOLD BACK

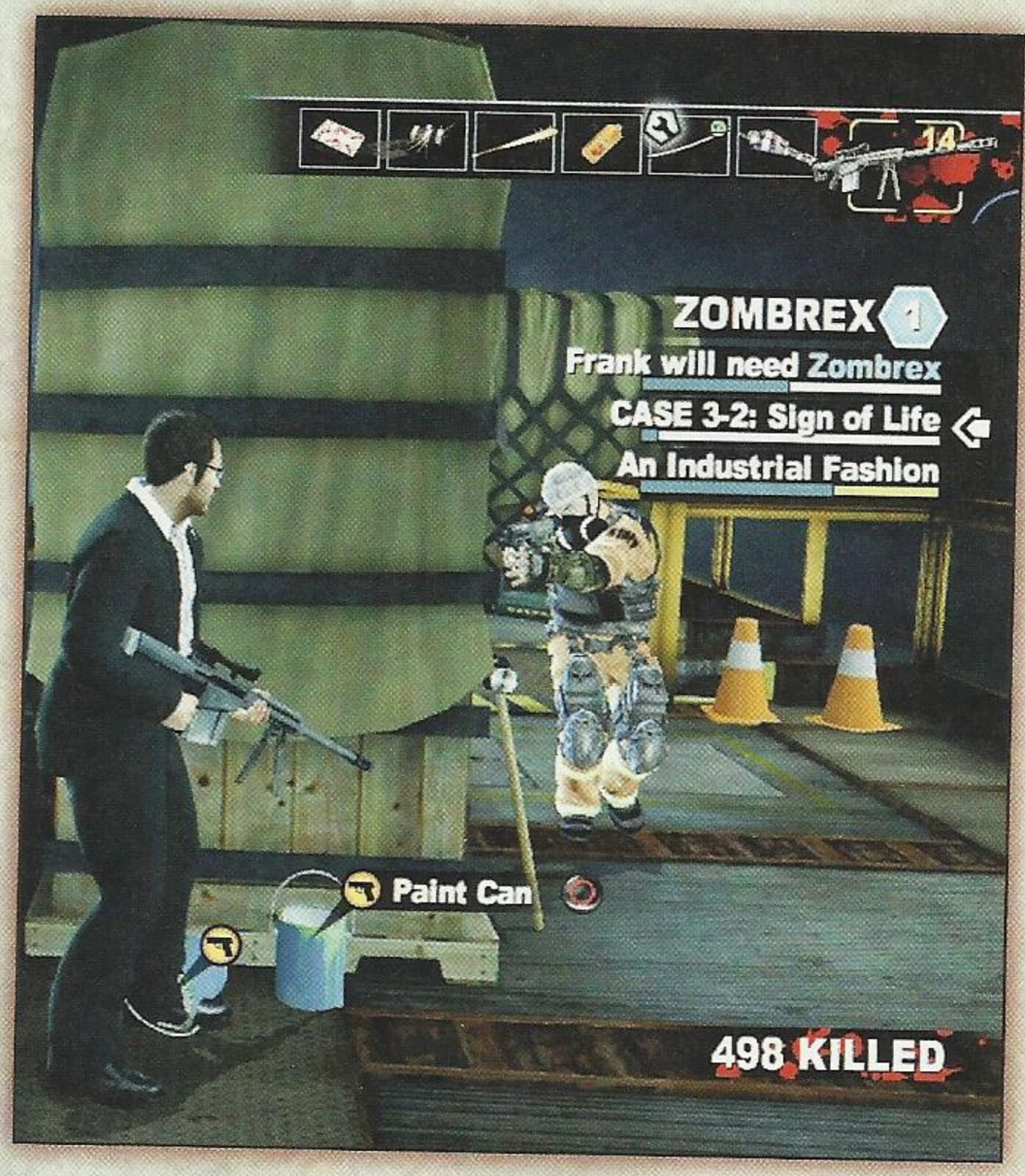
Any survivors following Frank voluntarily hang back when he spots mercenaries in the loading bay. Don't worry; the survivors are safe, and they rejoin Frank after he's finished his business.

Sneaking in, Frank sees several men in orange jumpsuits and gasmasks preparing something on a train. TK is with them, barking orders and overseeing the operation. Frank sees this as an opportune time to snap some picture—as long as he can stay out of sight.



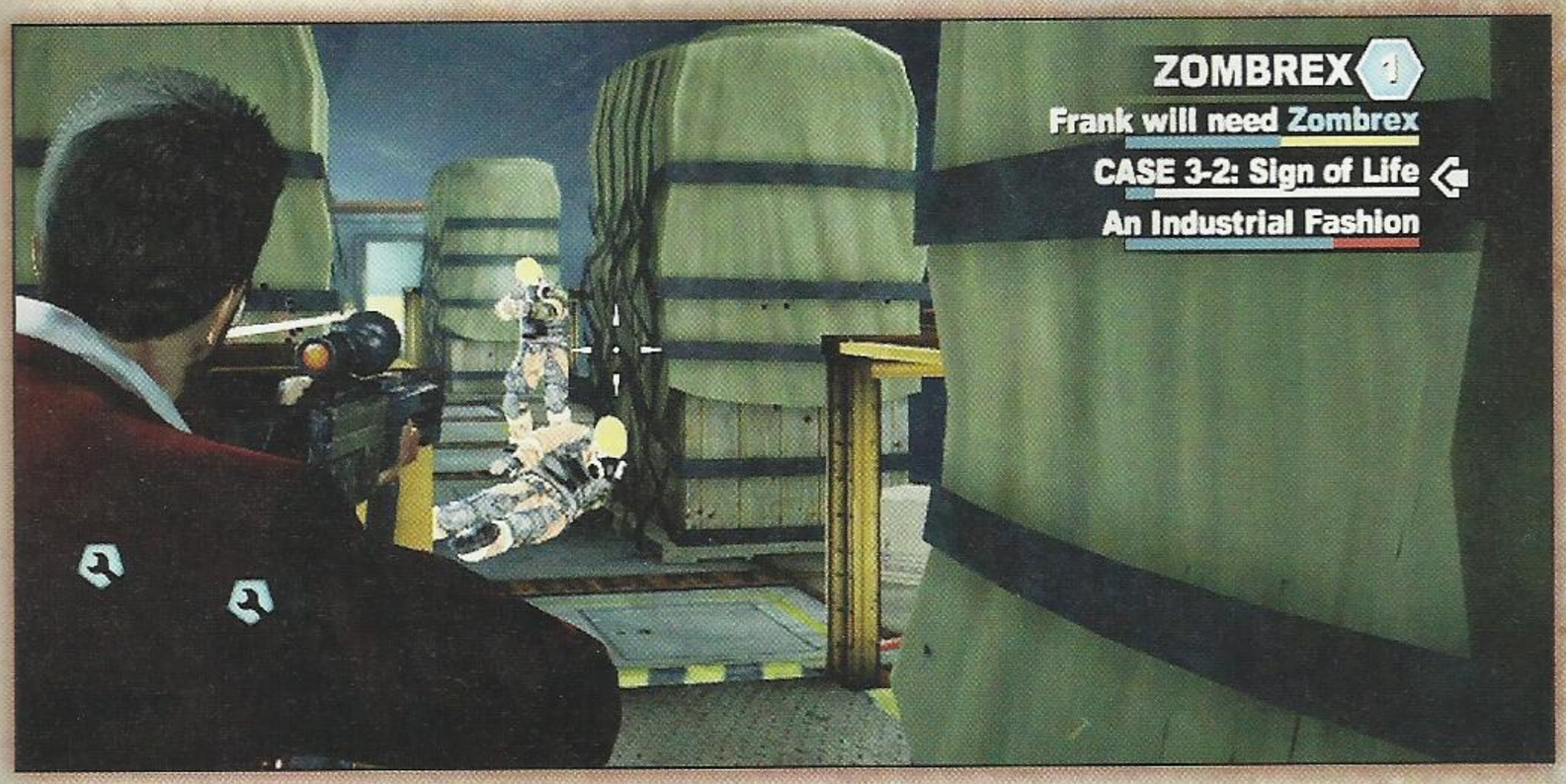
Frank's first photo opportunity presents itself as a few of TK troops are picking up a crate. Don't worry about zooming in; just quickly grab the shot before the PP icon disappears over the troopers' heads. Get behind the next set of shelves and grab another special photo when a trooper picks up a box near one of the pillars.

Before long, TK's goons spot Frank and open fire on the photographer. TK isn't too happy about Frank's intrusion on his business and orders the train to take off. Before it can get moving, Frank runs and makes a daring leap onto it.



Immediately hide behind the large crate to the left to avoid the mercenary gunfire. When one of the mercs gets close to Frank, beat him senseless and take his gun. Two cartons of orange juice are on the ground next to the crate, just in case Frank runs low on health.

Another mercenary is waiting around the next corner. Shoot him down and grab his rifle. Four mercenaries are waiting for Frank on the next section of the train, but two large crates flank either side of the walkway leading across. Hang back and use the narrow pathway to force the mercenaries into a bottleneck, allowing Frank to take them down one at a time.



Fuel up with some of the orange juice that is laying around, and stock up on weapons. Get to the front of the train and open the door leading to the engine car. On the other side, Frank finally gets to confront TK about his actions. But before Frank can stop him, TK disconnects the engine car from the rest of the train. Frank is forced to take cover as TK opens fire with his pistol and speeds away.

Determined more than ever to stop TK and clear his name, Frank has a brief conversation with Stacey about their current situation. Frank finds a key on the ground and continues on.

SURVIVORS: INDUSTRIAL FASHION

JOIN BONUS: 17,000 PP **RESCUE BONUS:** 34,000 PP

The train drops Frank off underneath the South Plaza area, giving him the perfect opportunity to rescue two construction workers who are trapped within. Exit the maintenance tunnel to emerge right next to the trapped workers. These hardened workers are desperately trying to defend themselves in a dead-end section of the plaza.

As Terri fights off the encroaching zombie horde, talk to Willa and get her to join Frank. The gal is injured, so Frank needs to carry her. Before picking Willa up, however, have a quick chat with Terri get her to join, as well. Give weapons to any survivor with Frank, pick up Willa, and set the guide arrow to Rock Heroes.



WHEELCHAIR WRANGLING

If Frank leads the group back to Royal Flush Plaza via the Fortune City Arena to the Platinum Strip, there is a wheelchair located in front of the Maintenance Room closest to the arena entryway. Frank can put the injured Willa into the wheelchair, enabling him to transport her faster and kill a few zombies along the way.

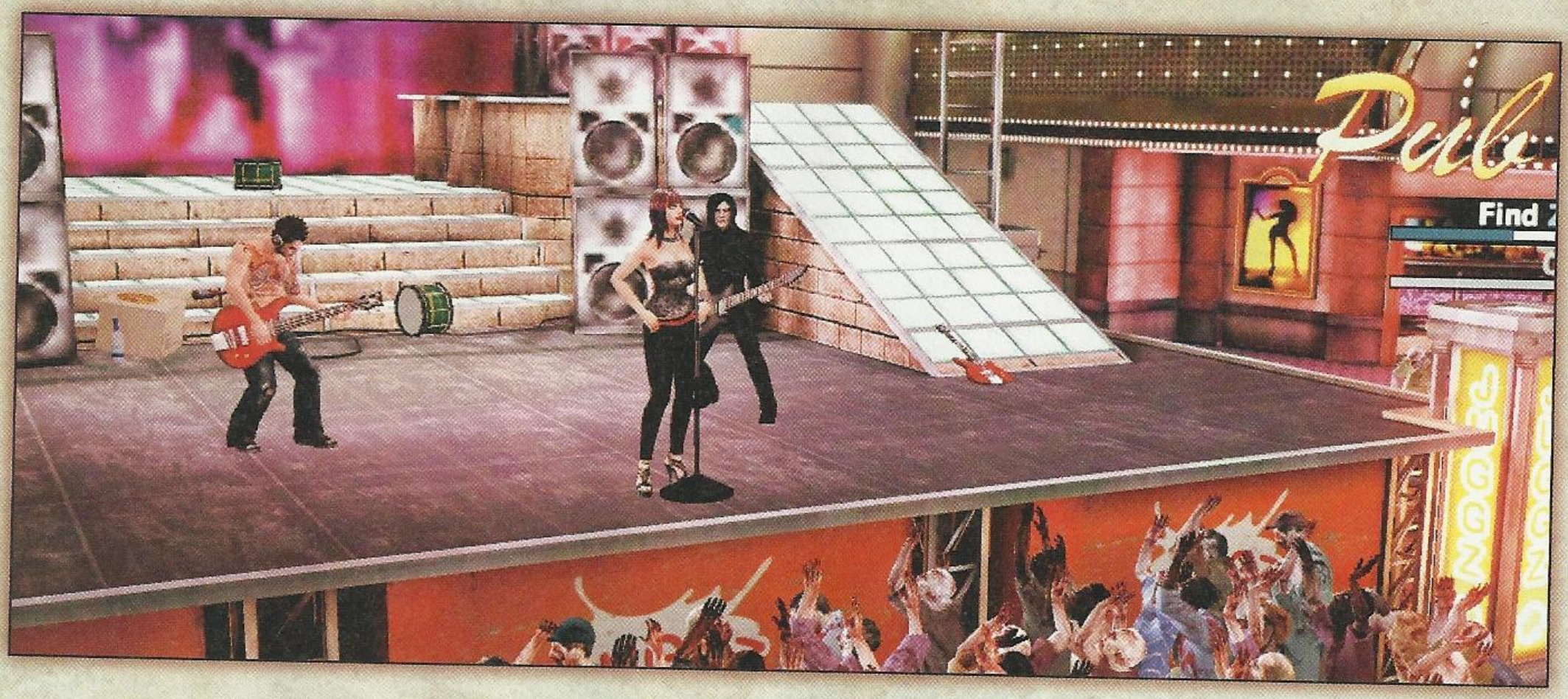
SURVIVORS: ROCK HEROES

JOIN BONUS: 21,000 PP

RESCUE BONUS: 42,000 PP, Power Guitar Combo Card

Stacey doesn't call this one in, but Frank can find these survivors in the Silver Strip at this time. Frank approaches to discover a group of musicians so involved with their performance that they fail to recognize their fan base is comprised of the undead. More likely, they're just dense.

Talk some sense into them, and they agree to follow Frank back to the safe house. He receives a load of PP, the Power Guitar Combo Card, and a bit of cash as an added thank you!



PSYCHOPATH BATTLE: RANDY—HERE COMES THE GROOM

REWARD: 30,000 PP

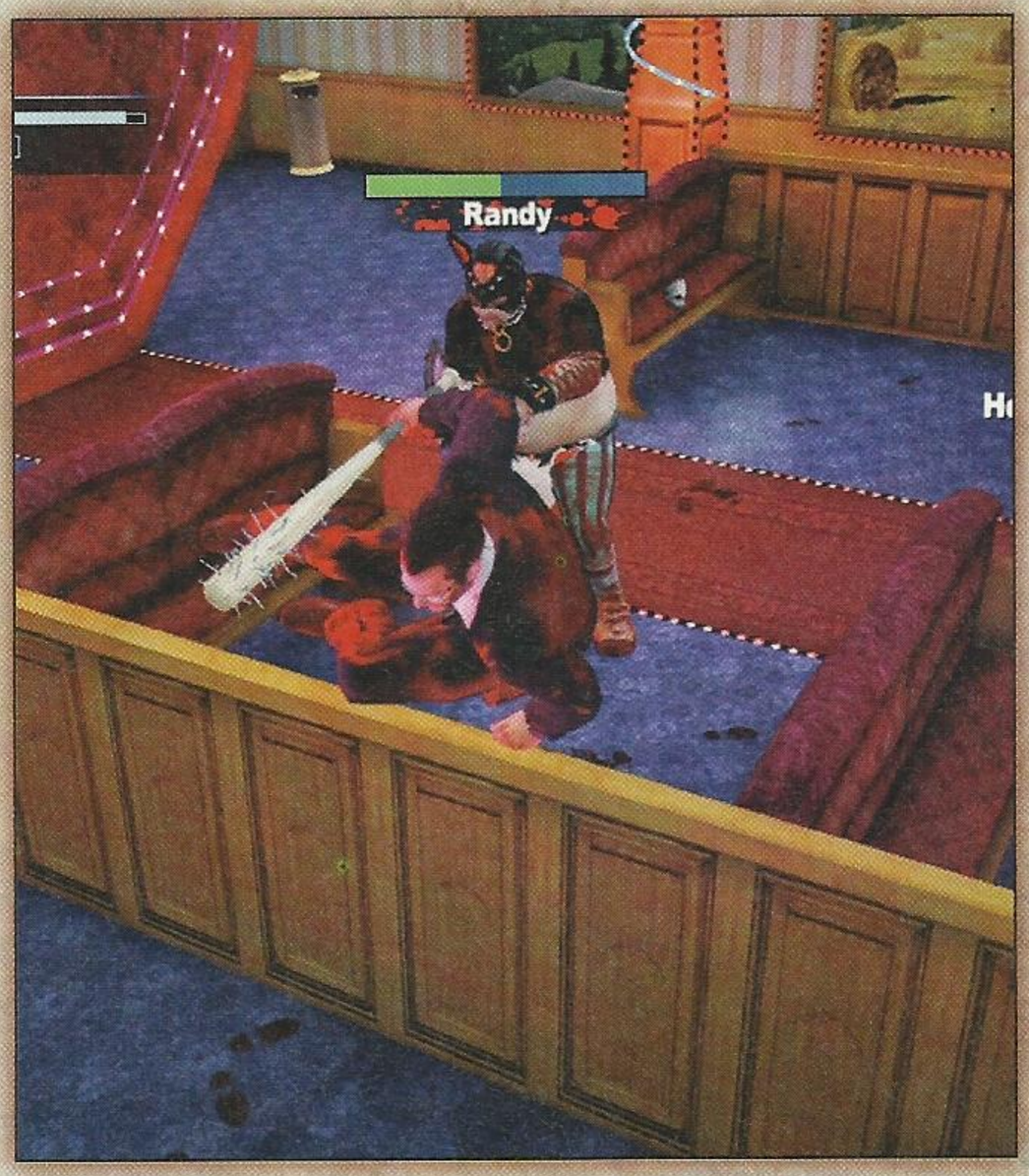
Frank gets a call from Stacey, who's spotted some suspicious activity at the Swept Away wedding chapel on the Platinum Strip. It appears there may be some survivors inside, so set the guide arrow to Here Comes the Groom and head over there to investigate. Be sure to stock up on snacks and weapons before going to the chapel.



However, instead of a happy couple, Frank discovers that an unholy matrimony is about to take place. The officiator, Edmond, is tied up at the altar while the bride and groom stand before him. The bride looks lovely in her white gown, but her running mascara and smudged lipstick tell a different tale. Her groom is clad in leather gear, his bride's lipstick smeared all over his face, and instead of a ring, he carries a massive pink chainsaw. Meet Rand—total psycho.

Randy screams for Edmond to finish the ceremony so he doesn't have to die a virgin. Edmond asks if anyone has any objection to this union, and at this perfect moment, Frank walks in. Randy is enraged, cutting Edmond in two with his chainsaw and charging after Frank.

For a fat man, Randy is surprisingly fast. He charges Frank right off the bat, intent on giving the intruder a taste of chainsaw love. Rush in between the pews and hop over the small wooden wall into the aisle. When Randy comes running around the aisle toward Frank, jump back into the pews.



PEW, PEW

The short walls next to the pews make an excellent escape route from Randy's attacks, but don't stand too close after hopping over. Randy's chainsaw has a long reach and can still hit Frank. But Frank can attack Randy over the wall as well.

All of this cardio eventually takes its toll on Randy, and he must stop to catch his breath. Take this opportunity to rush in and get a few quick hits on this overweight pervert. Get to the opposite side of the pews before Randy has a chance to counterattack.

HIPS DON'T LIE

Randy occasionally taunts Frank with a few pelvic thrusts. Snatch a picture of this pose to score some bonus PP.



Watch out for Randy's attacks while running and leaping between the pews. His rush attack sends Frank spiraling to the ground, and when surrounded, Randy whirls his chainsaw in a 360-degree arc, trapping Frank if he's within range. However, the whirlwind move leaves Randy a little dizzy, so take advantage and counterattack.

Patience eventually beats out unrequited love in this battle. Continue dodging and attacking until Randy falls down at last. His former bride-to-be returns from the dead to give Randy the embrace he's so longed for.

PSYCHOPATH MASK

The Psychopath Mask sits in one of the pews closest to the entrance. Grab it to get one step closer to the full Psychopath outfit!

SURVIVORS: DANNI BODINE

JOIN BONUS: 15,000 PP **RESCUE BONUS:** 30,000 PP

After the battle, talk to Danni and convince her to join Frank's party. For an added bonus, grab Randy's giant pink chainsaw at the altar. He certainly doesn't need it anymore.

SURVIVOR: QUARTER CIRCLE TO FORWARD

JOIN BONUS: 8,000 PP **RESCUE BONUS:** 16,000 P

Look for Eric standing on top of Rockets Red Glare in Uranus Zone. A professional gamer who doesn't want to ruin his valuable hands fighting zombies, Eric follows Frank to the safe house only after he has cleared the group of zombies under the stand. The work is worth the effort, though; Eric rewards Frank with a hefty $45,000 once he arrives at the safe house!



BOW TO THE QUEEN

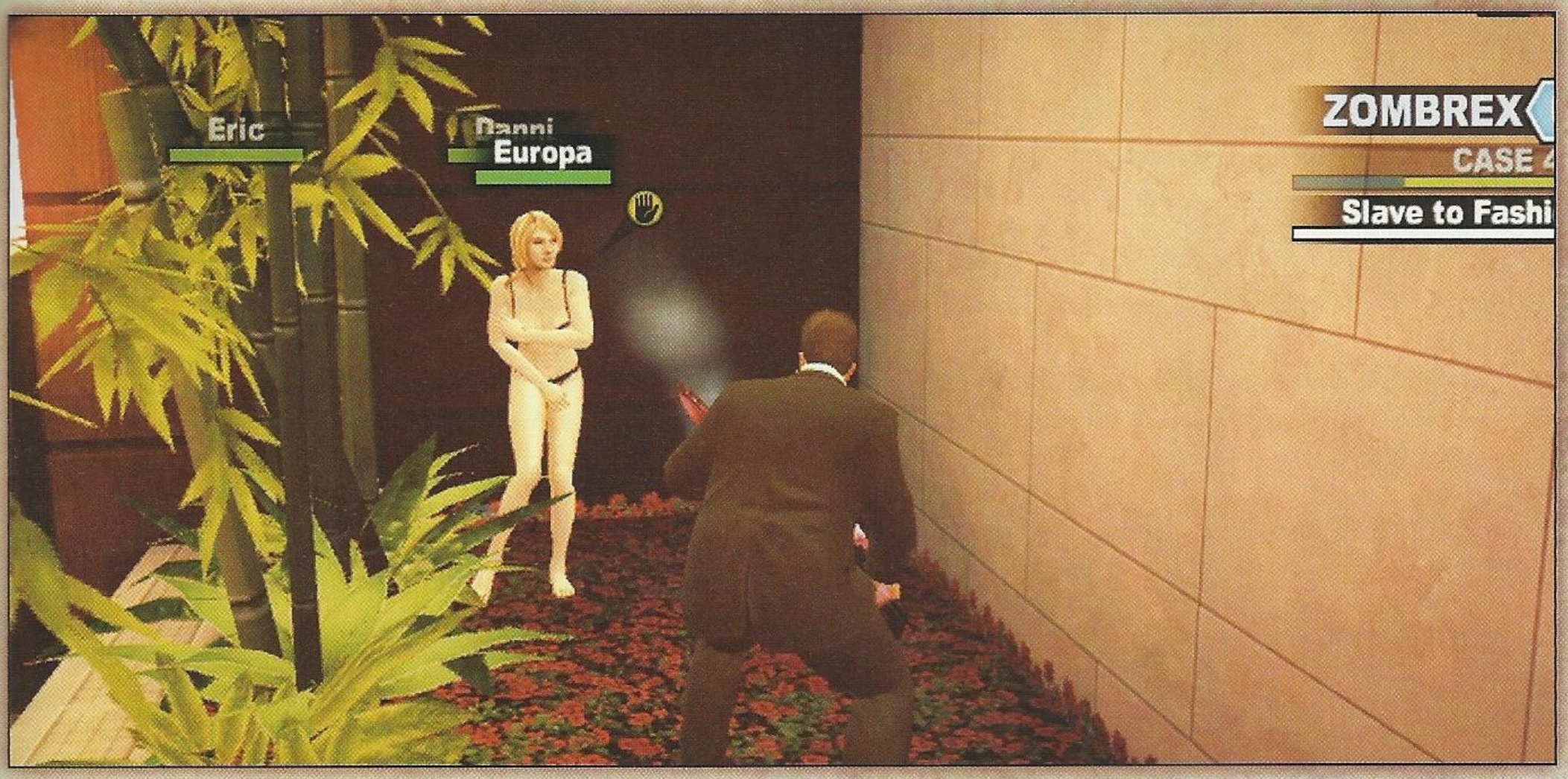
Throw a well-placed queen into the gathered group of zombies to quickly end the threat.

SURVIVOR: SLAVE TO FASHION

JOIN BONUS: 9,000 PP **RESCUE BONUS:** 28,000 PP

Stacey chimes in with another survivor spotting. This time, it looks like there's someone trapped near the elevators inside the Fortune City Hotel. Head on over to see what the hubbub is all about.

Inside the hotel, lead Frank toward the elevator doors to the right. At first, it seems like no one is around, but take a peek behind the bamboo plants against the wall to find a nearly naked girl named Europa.



Europa was locked out of her hotel room after trying to get some ice, and when she came downstairs, she discovered the zombie outbreak. Frank tries to coax her along, but she's too embarrassed to be seen in her unmentionables. The only way she can find the courage to come along is if Frank strips down to his underwear first.

Go to the far end of South Plaza, near the Fortune City Arena entrance, to find an underwear display in the half-finished shops closest to the maintenance tunnel.

DON'T GET CAUGHT WITH YOUR PANTS DOWN

Looters love to hang out in the half-finished South Plaza area. Be on the lookout as Frank finds a spot to strip.



Once Frank is sporting his stylish boxers, get back to Europa and show her there's no shame in letting it all hang out. She's still too shy to travel without covering herself, so Frank has to carry her if he wants to rush back to the safe house. As an added bonus, Europa hands over some cash for saving her life!

CASE 4-1: BOOM TOWN



Stacey calls Frank to report an emergency. Rebecca Chang is back at the security room and wants to talk to him immediately. Considering the reporter's skills, it's probably a good idea to find out what she knows.

He arrives and tells the two ladies his theory on TK's set-up to sabotage his own show. With Rebecca in the room, this leads to a new idea—TK must have been the one to feed her the tape. The safe house suddenly rumbles, halting conversation. Someone's breaking into multiple casino vaults around Fortune City. Rebecca takes off in search of answers.

Without an idea as to who is behind this brazen robbery, Frank heads out to investigate the situation.

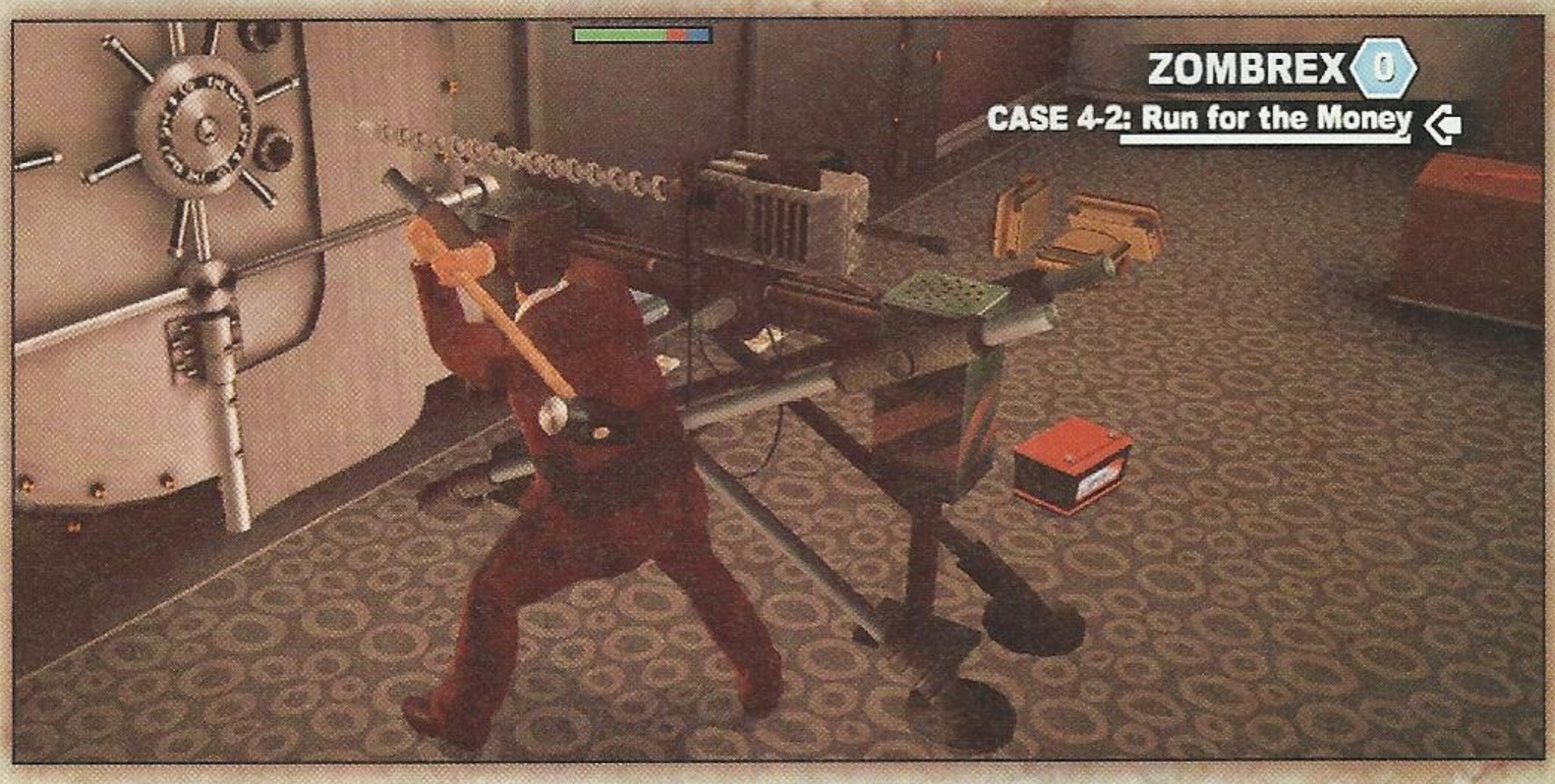
CASE 4-2: RUN FOR THE MONEY



The first location Frank checks out is the Americana Casino. With the sound of gunfire echoing throughout, he encounters more of TK's mercenaries.

Just as before, these mercenaries can pick Frank apart at long range. Use the dodge roll to evade and get closer to these villains. Be prepared to strike fast—they can knock Frank down with the barrels of their guns at close range.

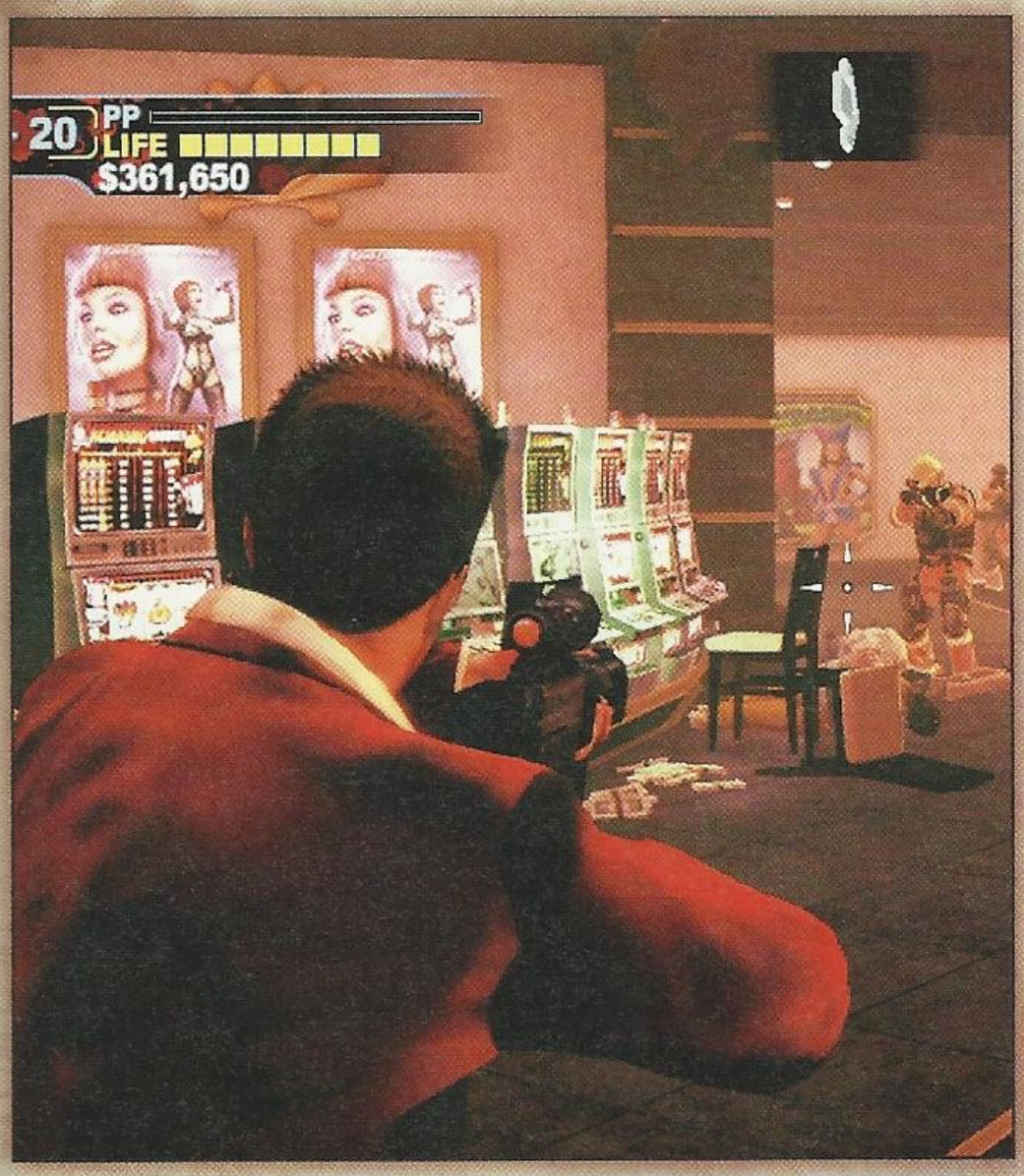
The broadsword is highly recommended during this battle. This can be taken from the wall at the entrance to the Americana Casino. This and several other weapons allow Frank to slash attack when jumping, perfect for closing the gap between Frank and his enemies.



When Frank has dispatched all of the mercenaries, destroy the power drill breaching the vault door. Take and use some nearby food items to refill Frank's health, and move on to the next casino.

THIS IS YOUR MESS!

Don't wear down Frank's trusty weapons on the mercenaries' power drills. Instead, use one of the many items found within the vault room to destroy the machinery.



With the Americana Casino safe, Frank must now continue on to the Slot Ranch Casino. The same strategies apply here: take on each group of mercenaries individually, and strike between the breaks of assault rifle fire.

FOOD COURT TRAP

If Frank runs low on health in the Slot Ranch Casino, don't head toward the Food Court! Mercenaries guard the way, with long sightlines that make Frank an easy target. Instead, move to the bar, near the vault room, where Frank can fill up on two pizzas and a variety of alcohol.

Now that he has secured Slot Ranch Casino, Frank hurries to stop the final group at the Yucatan Casino. Racing through the Food Court, he encounters several mercenaries along the way. Defeat these foes swiftly, taking advantage of the bountiful selection of food whenever Frank's health starts to run low.



Watch out for the large number of cashier windows in the vault room, which the mercenaries inside can fire through. Clear out the vault room, and destroy the final drill. Stacey calls to inform Frank of more mercenary activity outside Atlantica, but there's both a psychopath and a survivor nearby who needs to be taken care of first.

PSYCHOPATH BATTLE: SLAPPY—EVERYONE KNOWS SLAPPY

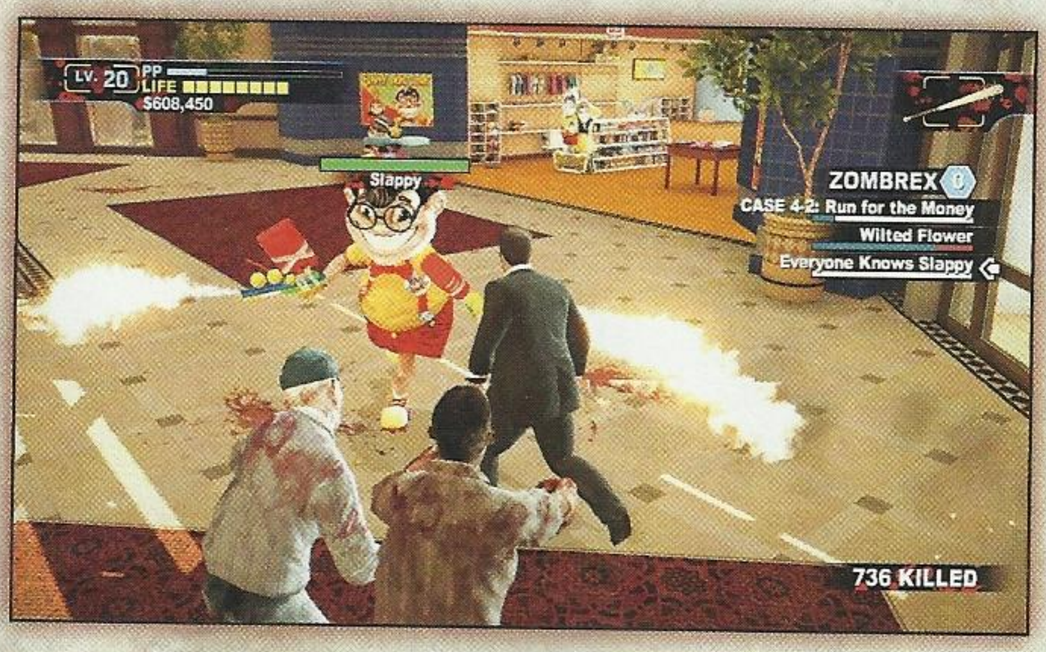
REWARD: 20,000 PP, Flamethrower Combo Card

DRINKS BY THE POOL



Before facing this tricky foe, stop by the pool bar in the middle of Palisades Mall and mix together some pain killers. Blend vodka with either another vodka or a juice cocktail to make a drink that not only refills six health blocks, but also decreases damage in half for a full minute.

Frank finds a bloodied female mascot in front of Kids' Choice Clothing. As he goes to investigate the body, a man in a male mascot costume approaches him. Slappy claims that the zombies broke his beloved "toy" and demands that Frank fix her. Unhappy with Frank's response, he accuses the journalist of using the zombie outbreak to take pictures. Swept up in a rage, he pulls out two flamethrowers and engages Frank in battle.



Slappy can be a difficult opponent to pin down, skating back and forth while spraying his dual flamethrowers. He pulls out his Fire Spitter in long-range engagements, launching three fireballs in Frank's direction that are more dangerous in their ability to stun than to inflict damage.



A well-timed jump kick can knock the crazed mascot to the ground, giving Frank an opening to strike Slappy two or three times. Quickly dodge roll when Slappy gets up to avoid his spinning flames, and move in for some additional attacks after he spins himself dizzy.

Alternatively, Frank can also grab sniper rifles from High-Noon Shooting Range and take aim at Slappy from the Ceroux Collection. This location, outside of Slappy's skating path, gives Frank a safe position to slowly whittle down Slappy's health bar. If Frank drinks a pain killer beforehand, Slappy's Fire Spitter attacks are rendered virtually harmless.

Once defeated, Slappy crawls to his fellow toy so they can be broken together. Before going down for the final count, he proclaims that Slappy is forever here to stay.

Before moving on, pick up the flamethrower that now appears in front of Kids' Choice Clothing.



SURVIVOR: WILTED FLOWER

JOIN BONUS: 9,000 PP **RESCUE BONUS:** 18,000 PP



Set the guide arrow to Wilted Flower, but first, visit the nearby Leigh's Fine Liquor upstairs and pick up a bottle of booze. Keep it on hand.

Frank walks into the back of The Venus Touch to find a woman baked from overexposure in the tanning salon. As much as she wants to follow Frank back to the safe house, she needs something to drink in order to recover. Hand over the liquor, then pick her up.

LINETTE'S PASSAGE

To thank Frank for saving her, Linette shows him a shortcut through the upstairs Brand New U clothing store, granting immediate access to the Royal Flush Plaza's restroom. Frank can now use this passage from either side for the rest of the adventure!



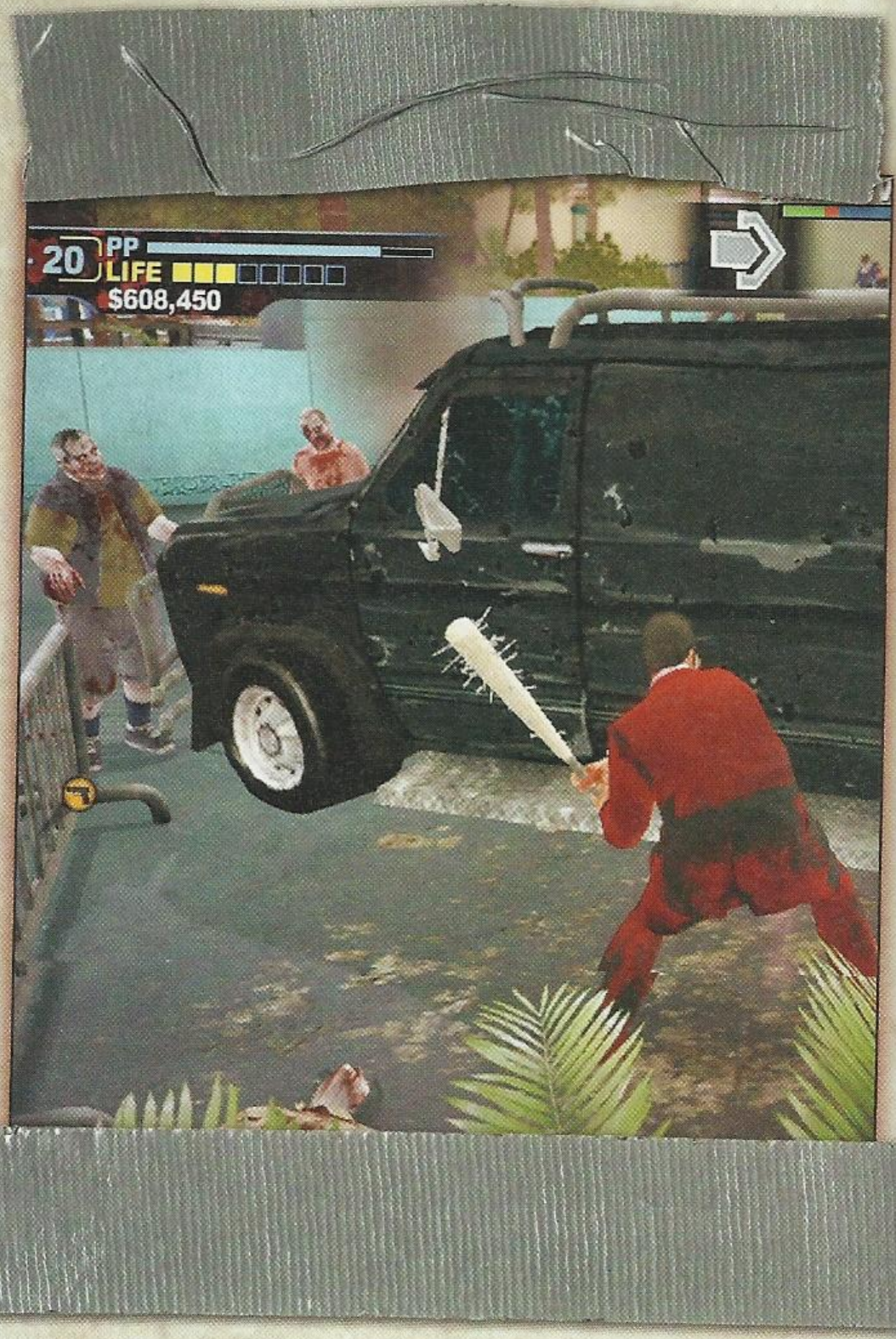
After emerging from the Royal Flush Plaza restroom, take Linette back to the safe house. Then, set the guide arrow to Heist at the Atlantica.

HEIST AT THE ATLANTICA

Time to head to the Silver Strip and stop TK's mercenaries. Take cover in the grassy areas near the Silver Strip sign, and attack the mercenaries with their own Merc Assault Rifles. Take out as many as possible at long range, and then move in to dispatch the rest. If Frank ever needs food, escape to the Pub O' Gold on the Silver Strip for orange juice and other drinks.

With the mercenaries down, it's time for Frank to destroy their armored van. Since this is the final part of the Case File, use whatever's at hand to destroy it. Just be sure to defend against any zombies that get too close in the process





TK's sees Frank's handiwork and isn't pleased. Looks like he's going to have to stick around and take care of things himself. Fortunately, the ever-present Rebecca Chang is on the scene, capturing everything on camera.

Lucky for her, Frank saves her from blast damage just as the armored van explodes. TK is undoubtedly guilty, setting up the outbreak in order to give him and his men time to rob Fortune City's banks.

Before taking off, Rebecca mentions a source she's meeting with later in the night. She tells Frank to meet her at Bennie Jack's in Americana at midnight. Before taking off, pick up a Merc Assault Rifle and keep it on hand.



Frank has a few hours before it's time to meet Rebecca, giving him the chance to save a few more survivors. As soon as it comes through, set the guide arrow for Wax On Wax Off. Make sure that Frank travels through the Food Court on his way.

SURVIVOR: BIG GAME STAKES

JOIN BONUS: 15,000 PP **RESCUE BONUS:** 30,000 PP

Survivor Janus has climbed to the top of the Food Court information booth, stranded but safe from the nearby zombies. Climb up and speak to him.



Janus refuses to join Frank unless he has a gun. Good thing that Frank has that Merc Assault Rifle on hand. With Janus in tow, continue toward Wax On Wax Off.

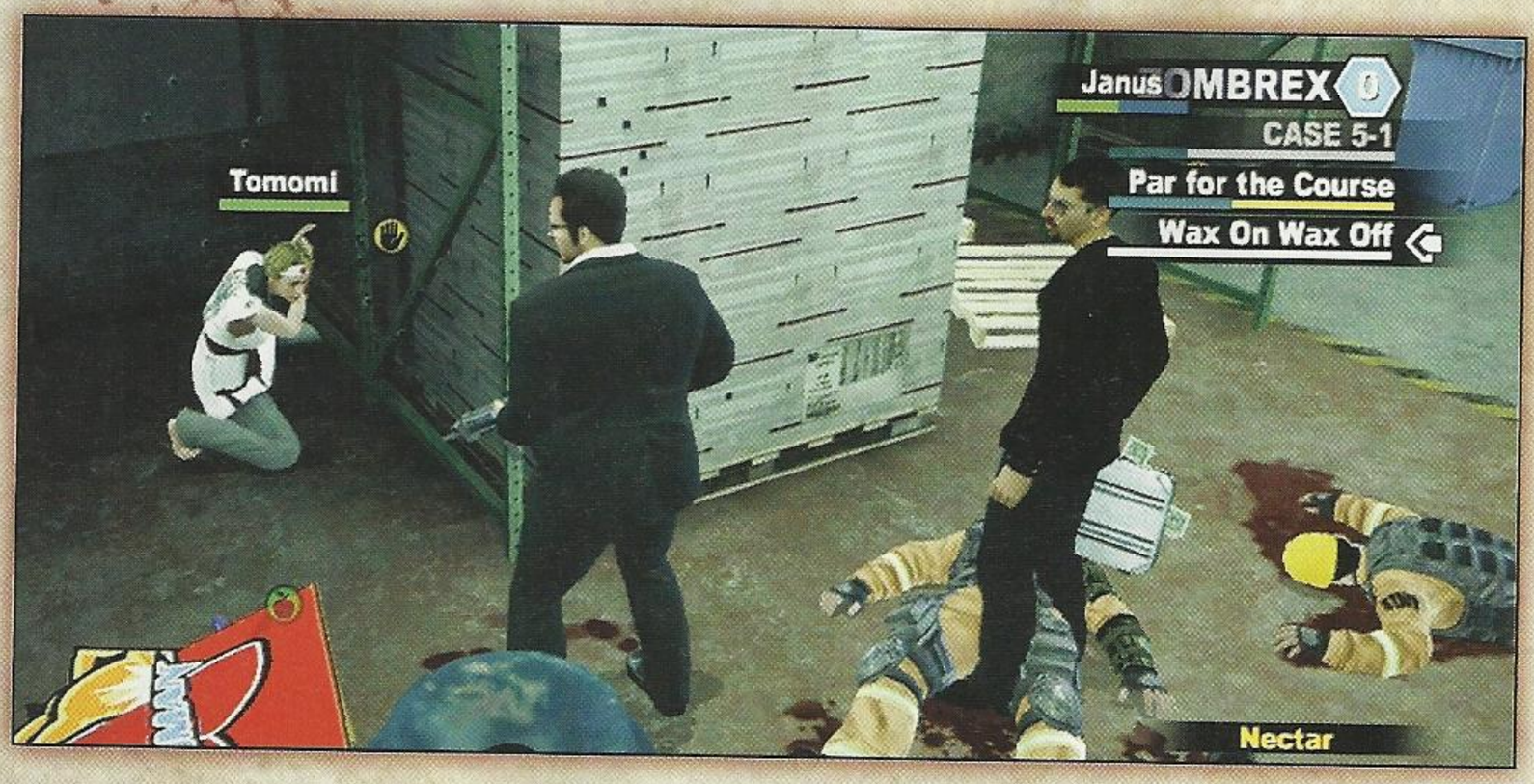
CASH REWARD

It's especially important to ensure that Janus makes it back to the safe house. The businessman shows his gratitude with a lump sum of $20,000!

SURVIVOR: WAX ON WAX OFF

JOIN BONUS: 10,000 PP **RESCUE BONUS:** 20,000 PP

Stacey tells Frank that TK's thugs are shooting at a woman in the underground. Head to her location by using the access door found in the Palisades Mall.

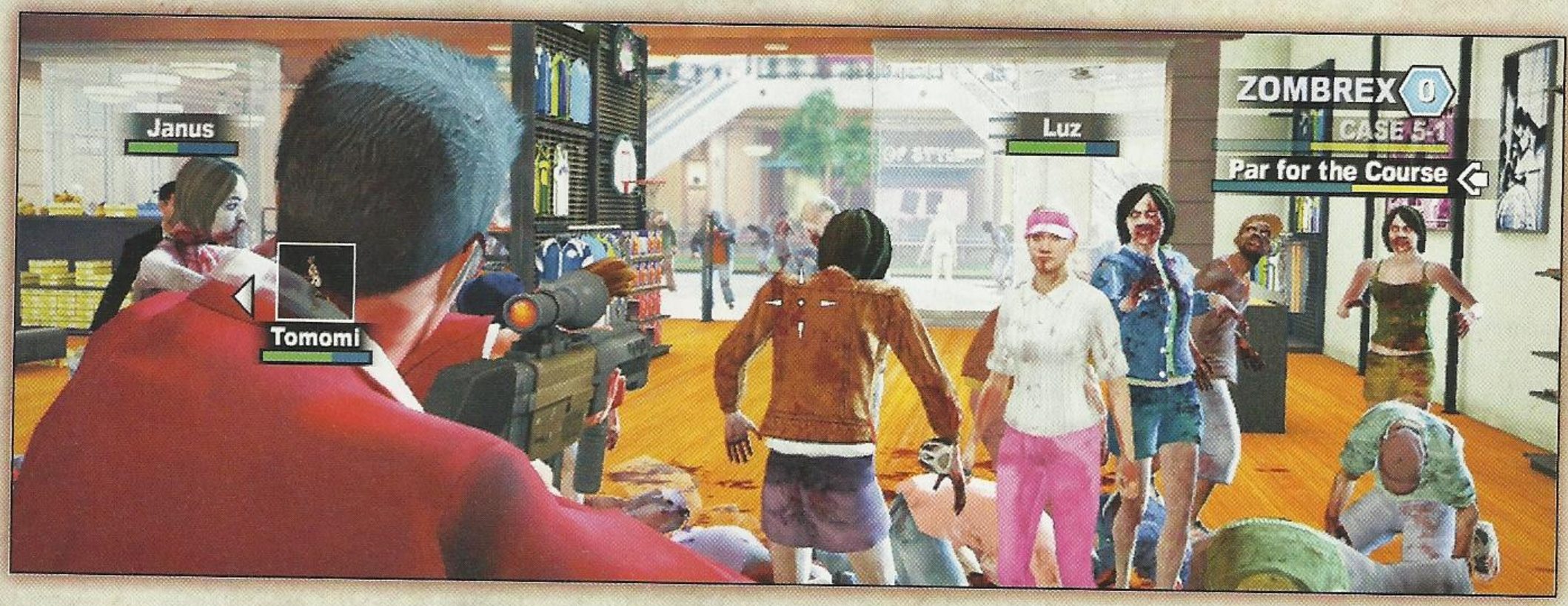


Just below the stairs, Frank encounters Tomomi while she is being harassed by three mercenaries. Take out the mercenaries quickly while they are distracted. Once Frank has eliminated all three mercenaries, talk to the martial arts expert to convince her to join Frank. Start heading back to the safe house.

SURVIVOR: PAR FOR THE COURSE

JOIN BONUS: 15,000 PP **RESCUE BONUS:** 30,000 PP

Before dropping off Janus and Tomomi, head to SporTrance across from the Royal Flush Plaza restrooms to find Luz fending off a group of zombies. Clear the space around her, speak with her, and then head back to the safe house with all three survivors.



ANOTHER CASH REWARD

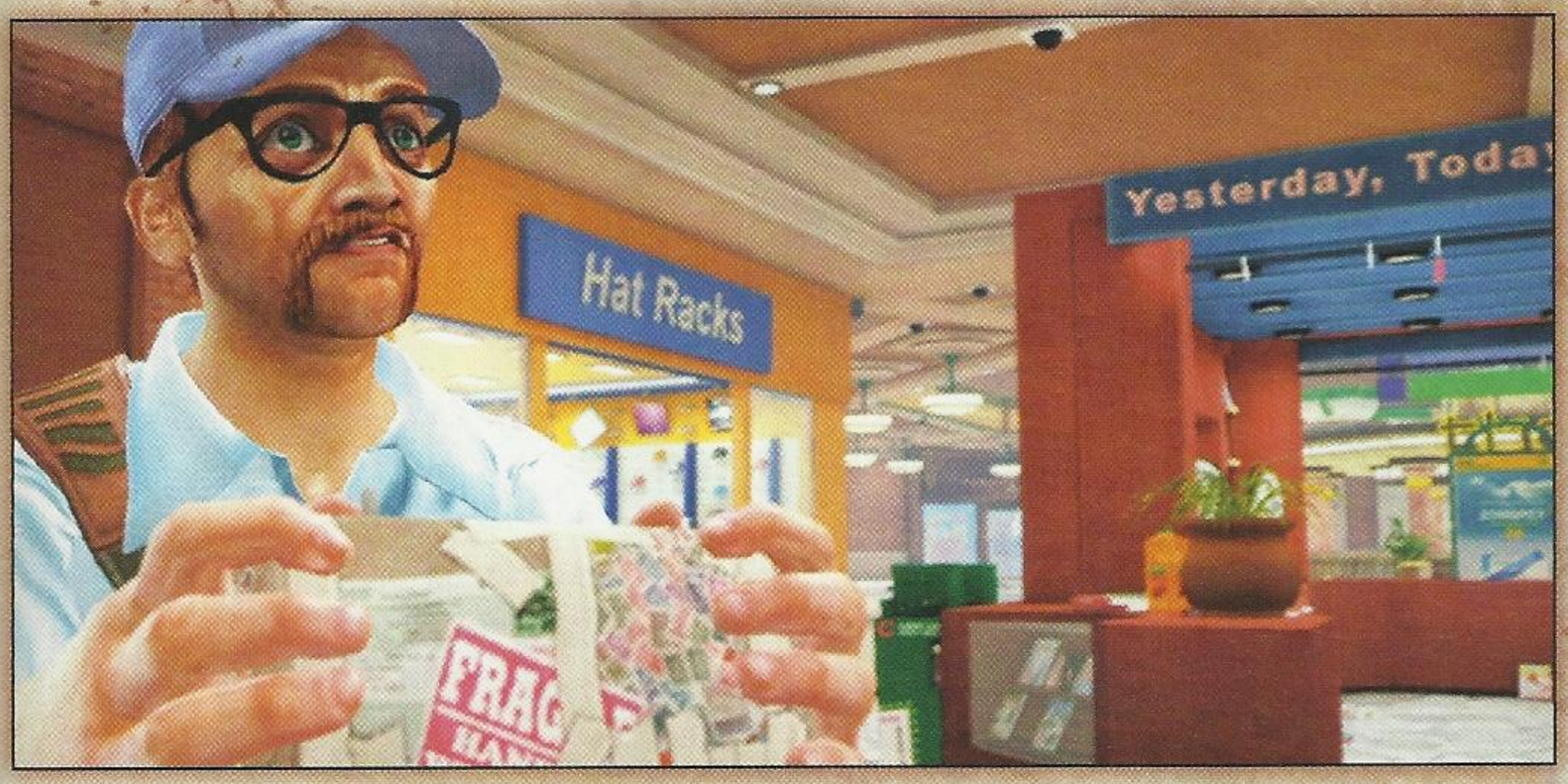
Money just flows in Fortune City. Get Luz back to safety for an instant $15,000!

After safely escorting the survivors, Frank should have just enough time to take out another psychopath before he needs to meet up with Rebecca. As soon as the call comes in, set the guide arrow for Mail Order Zombrex.

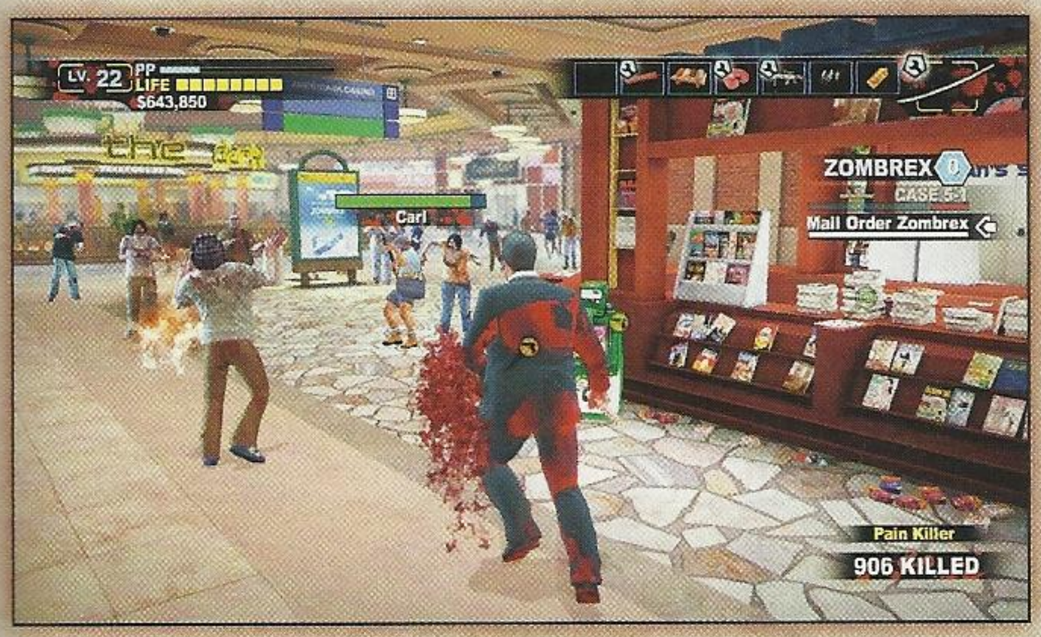
PSYCHOPATH BATTLE: CARL—MAIL ORDER ZOMBREX

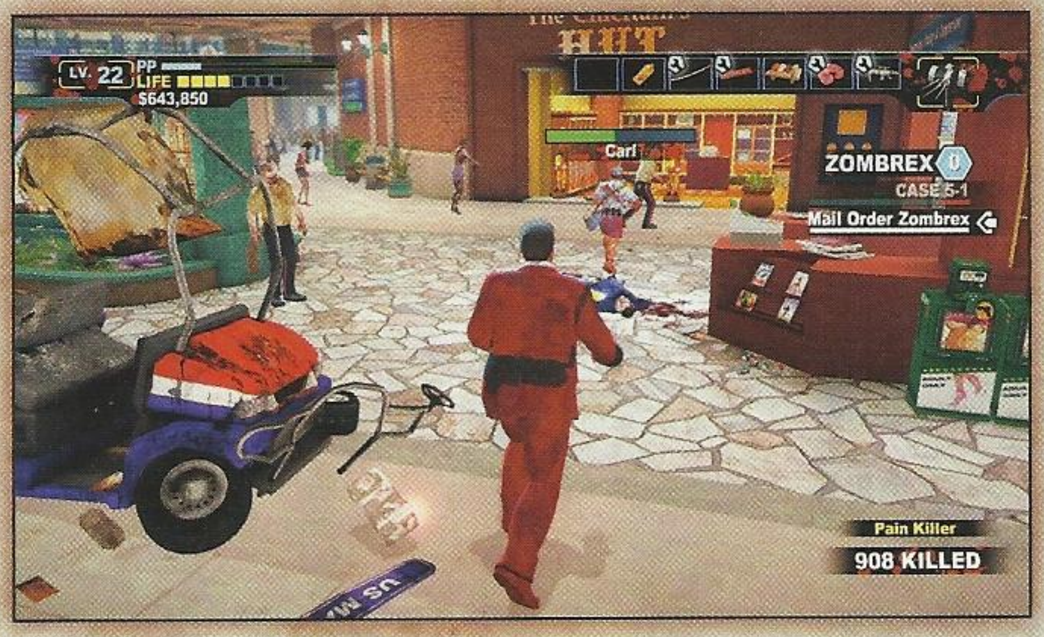
REWARD: 20,000 PP, Zombrex, Psychopath Clothes

A mailman is spotted delivering packages in Royal Flush Plaza. This dedicated postal worker is none other than Carl, who has not let the zombie outbreak deter him from fulfilling his duties. When Frank signs for a package of Zombrex, Carl accuses him of mail fraud and hands him a very special package.



Hearing the ticking of a bomb inside, Frank hurls the package into Carl's delivery vehicle. It explodes and destroys it. Carl springs into action, pumping his shotgun and vowing to defend the postal service. Carl's main weapon is his shotgun, which he fires at Frank from long range. Up close, Carl can knock Frank down by swinging his firearm. He also drops explosive packages that detonate after a brief period of time.





Try to attack Carl up close, laying down melee strikes against the shotgun-armed postal worker. Bait him into firing his shotgun, then move in for attacks when he reloads.

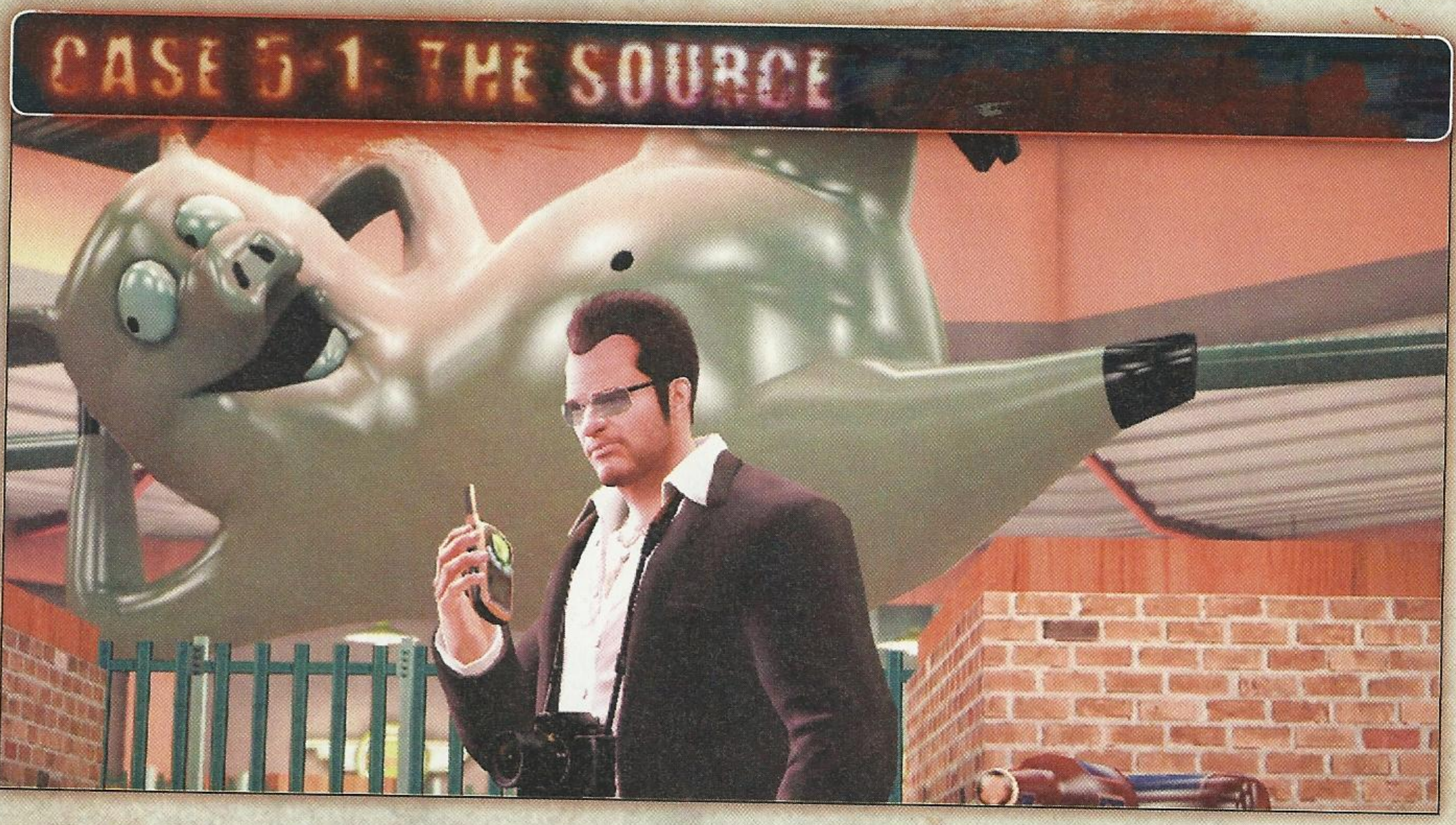
Use the resources in Royal Flush Plaza generously in this fight against Carl. Escape to The Dark Bean for a variety of food when Frank's health is low. Also, make a pair of Knife Gloves beforehand, combining the Bowie knife from atop Yesterday, Today & Tomorrow with a pair of boxing gloves from The Man's Sport.

Defeated, Carl puts his own signature on a "special delivery." Holding one of his explosive packages to his chest, he blows up in a fiery ball of flames.

As a reward for eliminating this crazed mailman, Frank not only receives 20,000 PP, but also gains an extra dose of Zombrex and the Psychopath Clothes!







Stacey calls Frank at midnight to remind him to check up on Rebecca on the second floor of Bennie Jack's BBQ Shack. Upon reaching the agreed meeting location, Frank discovers that TK has kidnapped Rebecca, holding her for $1 million ransom. Frank is given until 7pm of the same day to earn that amount and bring it to the Shoal Nightclub in the Yucatan Casino.



CASE FILES

CASE NAME	START TIME	END TIME
Case 5-1	12am	1am
Case 5-2	5-2 Complete	8pm
Case 5-3	7pm	11pm
Case 6-1	5-3 Complete	Day 4, 4am

SURVIVORS

MISSION NAME	START TIME	END TIME
High Rollers	1am	1pm
Barn Burner	3am	9am
Stranded Siren	4am	12pm
Secret of Charlie's Gold	4am	10am
Hunger Pains	5am	9am
Bank Run	6am	2pm
Tape It or Die 1	6am	12pm
Ante Up	9am	Day 4, 9am
Chemical Dependency	11am	3pm
Long Legs of the Law	12pm	10pm
Snake in the Grass	3pm	10pm
One Hit Wonder	3pm	Day 4, 12pm
Fetching Females	6pm	Day 4, 12am
Demand and Supply	9pm	Day 4, 1am

PSYCHOPATHS

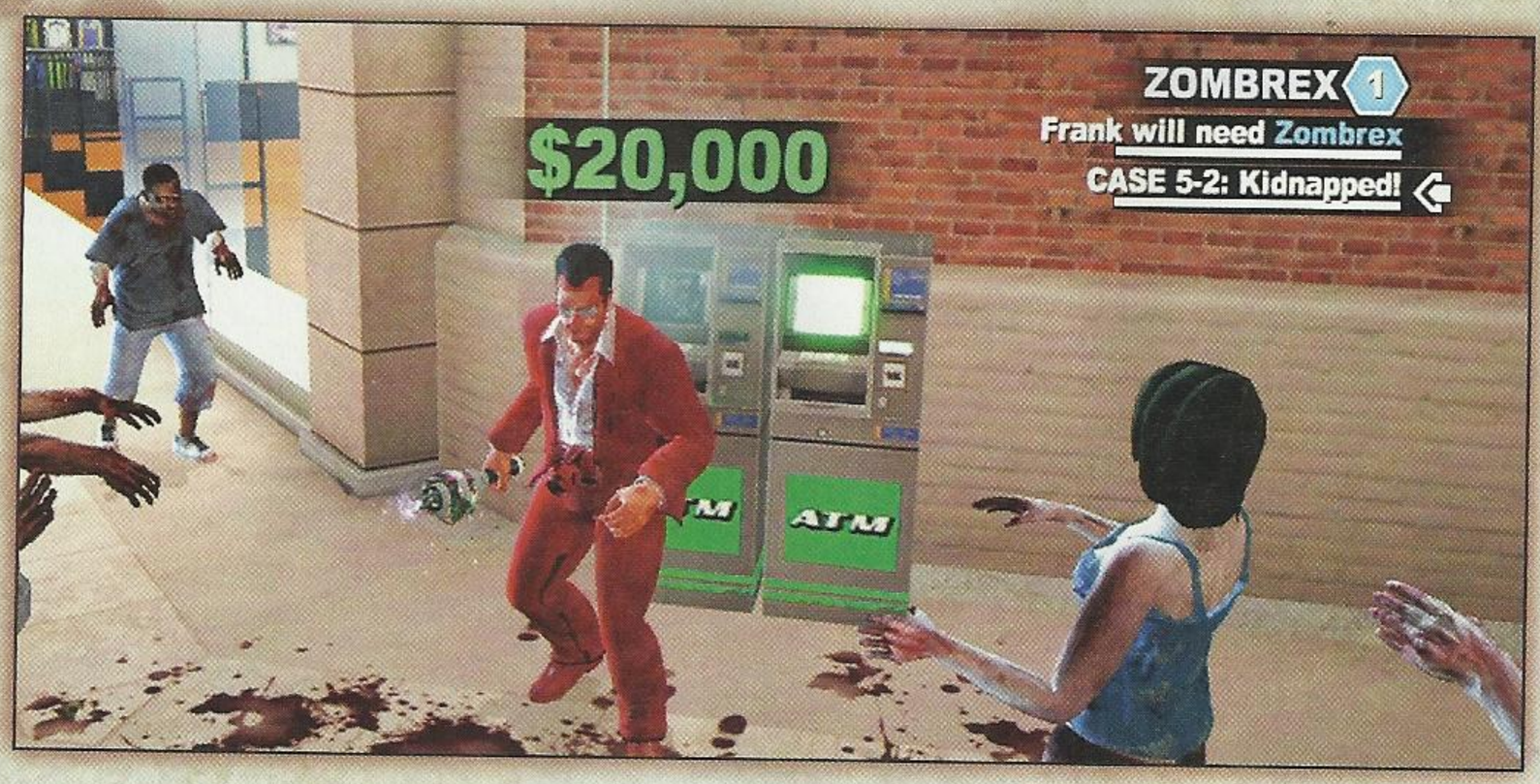
MISSION NAME	START TIME	END TIME
Militia Men	12am	6pm
WWJWD?	4am	7pm
Snow Job	7pm	Day 4, 7am



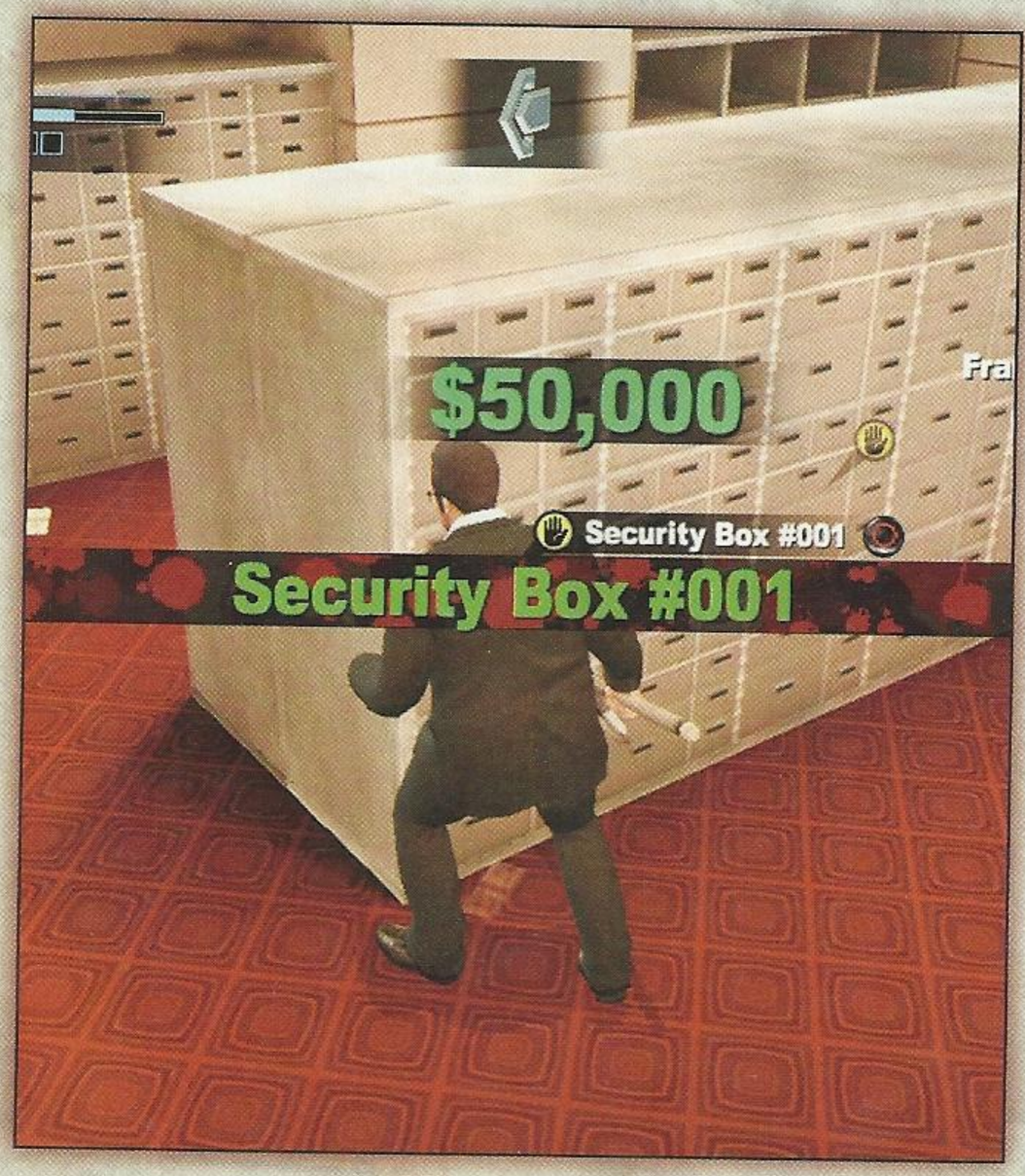
To start, take the *Gambling* 2 magazine on the counter after talking to TK. Frank's going to need the extra luck.

INCREASE THE ODDS

There are a total of three *Gambling* magazines stashed around Fortune City. The effect of holding more than one at a time does stack, dramatically increasing Frank's odds in all gambling-related activities. For info on magazine locations, turn to page 188.



Hack the ATM machines found throughout the city. While destroying them only yields $5,000, using the Money Hacker forces the machines to instead drop $20,000. Combine the flashlight and computer case to create the Money Hacker. These items are conveniently located in the storage room across from the safe house Maintenance Room. Alternatively, it's not uncommon to find looters with Money Hackers.



Find Security Box keys. Scattered throughout Fortune City, these keys open up Security Boxes located inside the Fortune City Bank. Check the complete list of Security Box key locations on page 20 to see which keys are most worth collecting.

To rack up money without wasting valuable time in the story, load up Sandbox Mode. This free play mode gives Frank all the time in the world to accrue vast amounts of money. See page 140 for info on getting the most of your time in Sandbox Mode.

In addition to Sandbox Mode, Co-op also nets Frank money that automatically transfers over to the story. Join another player's game, and start racking up the bucks!



CASH ALONG THE WAY

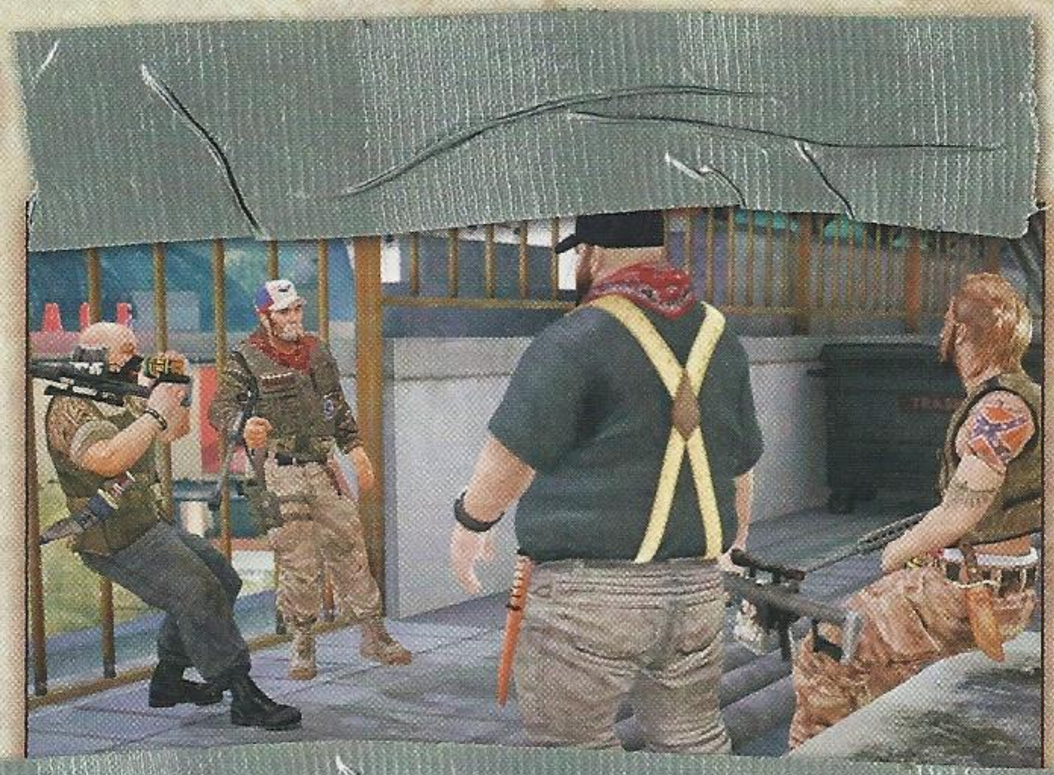
With 18 hours until the ransom is due, Frank has plenty of time to make up the money. Take care of any survivor or psychopath missions that come up during this time! If for some reason 7pm nears and he doesn't have $1 million, simply use one of the mentioned methods that can earn money outside of the main adventure.

HIGH ROLLERS

Starting at 1am, Frank can join in some high stakes poker with the survivor mission High Rollers. It costs $100,000 to get in on the game, but the payoff for a winning is a staggering $1 million. Turn to page 102 for more information on this mission.

PSYCHOPATH BATTLE: BIG EARL, JOHNNY, DERRICK AND DEETZ—LIVE FREE OR DIE

REWARD: 80,000 PP



Step out onto the Silver Strip on the way to Barn Burner for the introduction to four great "patriots," intent on fulfilling their duty to eliminate all threats to America by using everything in sight as target practice. Unfortunately, this includes Frank.

This won't be easy, so stock up on food and weapons for this battle beforehand. It's best to take care of them now and not have to worry every time Frank steps outside.

Big Earl

Big Earl is located on the scaffolding just east of Moe's Maginations. Before going after him, climb up onto the scaffolding to the right of the Fortune City Hotel entrance. There's a pizza for additional health, as well as a grenade and Security Box key #304.





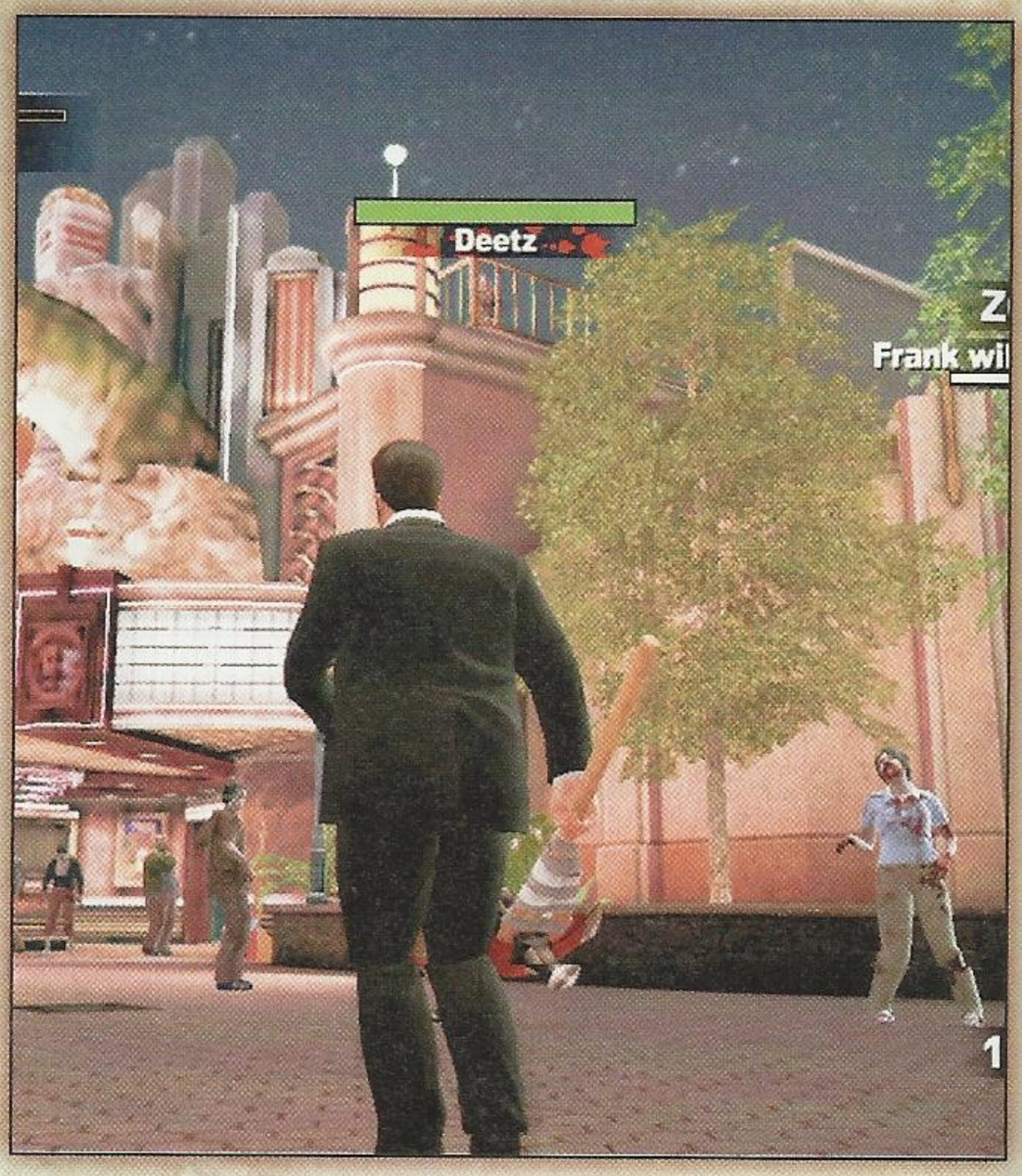
Hop down and head toward the cement block under Big Earl. Toss the grenade and wait for detonation, and then climb up to his perch and start swinging away. Big Earl brandishes a machete at close range, so dodge roll as he attacks, and then swing around and hit him repeatedly until he strikes again.

Like the rest of his sniper buddies, he favors using his sniper rifle over his close-range weapon. He retreats and pulls out his rifle after each engagement, forcing him to switch back to his close-range weapon when Frank gives chase. Try to keep him in this constant state of weapon switching to gain the upper hand.

Deetz

After dropping Big Earl, head to Juggz Bar & Grill across the street. Mix whiskey with whiskey and beer with beer to make a few incredibly handy pain killers. Once ready, head to the alley to the left of the bar and climb the ladder to reach the rooftop of Paradise Platinum Screens.

If Frank is lucky, he can catch Deetz by surprise as he snipes down at the zombies below. Unlike Big Earl, Deetz carries a Bowie knife as his close-range weapon. This knocks Frank down easily, so take the extra opportunity to dodge roll away and get Deetz to switch over to his sniper rifle.





Johnny

Two down, two to go. Find Johnny on the Royal Flush rooftop. To access this overlook, head to the Silver Strip and find a ladder to the left of the Slot Ranch Casino entrance.

Using the rooftop vents as cover, get close to Johnny and show him your melee weapon. Johnny also uses a Bowie knife, so make sure to jump away to avoid a knockdown.

Derrick

With only one sniper left, head across the street and into the alleyway on the right of Hot Excitorama. Enter the double doors to the right of the Maintenance Room and through another door at the end of the hallway, where Frank discovers a ladder leading to the rooftop of the Atlantica Casino.

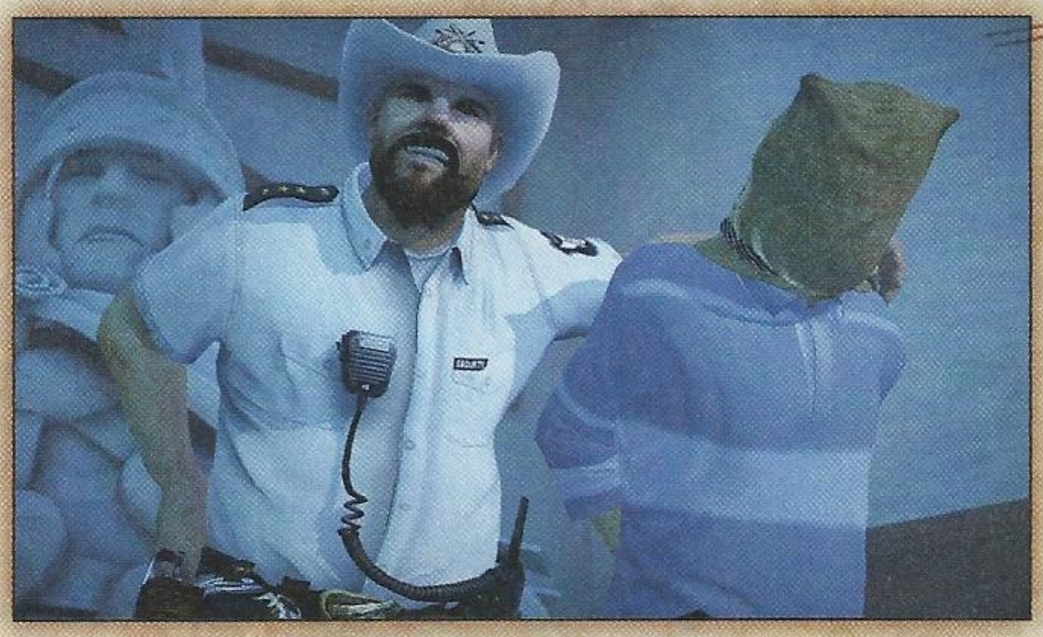
He may look big, but Derrick is just as quick on his feet as his friends. With his counter-sniper skills fully refined at this point, move in and take out the last of the menacing marksmen. Congratulations, Frank can now move through the outdoors without harassment—not counting the hordes of undead still lingering about.



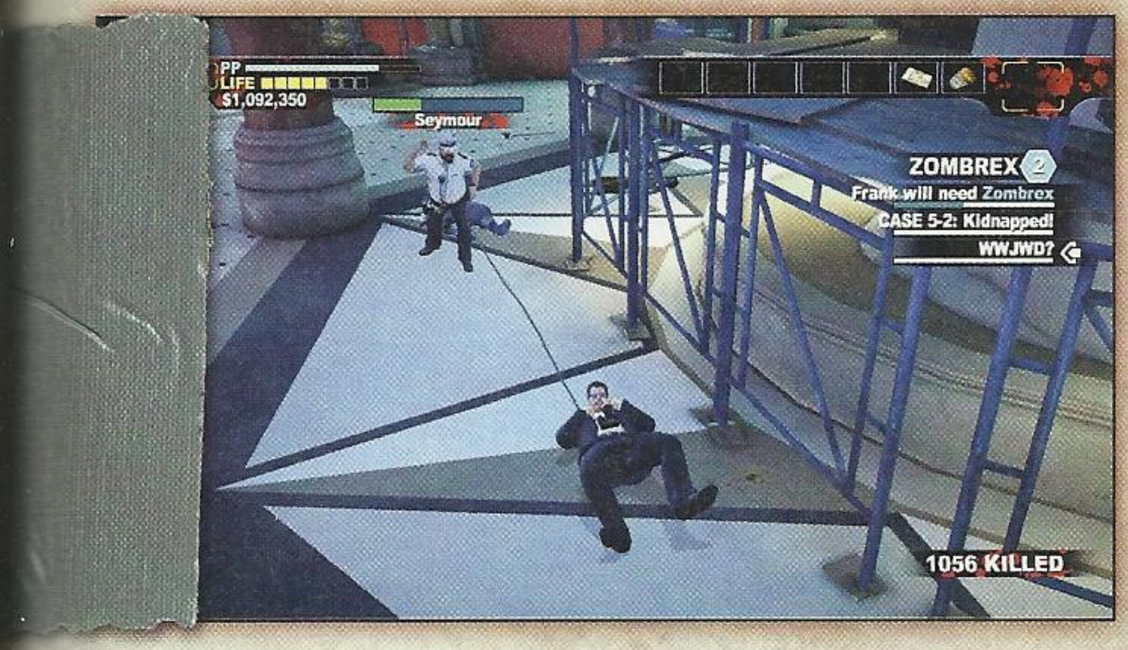
PSYCHOPATH BATTLE: SEYMOUR—WWJWD?

REWARD: 20,000 PP

With the pesky snipers taken care of, it's time for Frank to deal with yet another psychopath. Stacey alerts him to a man hanging people in South Plaza. Upon entering the unfinished mall, Frank sees several bodies hanging from some construction scaffolding.



Behind this heinous work is Seymour, a security guard who has used the zombie outbreak to take charge and torture helpless survivors. After hanging another victim right before Frank's eyes, he jumps down to take out this new challenge to his power.

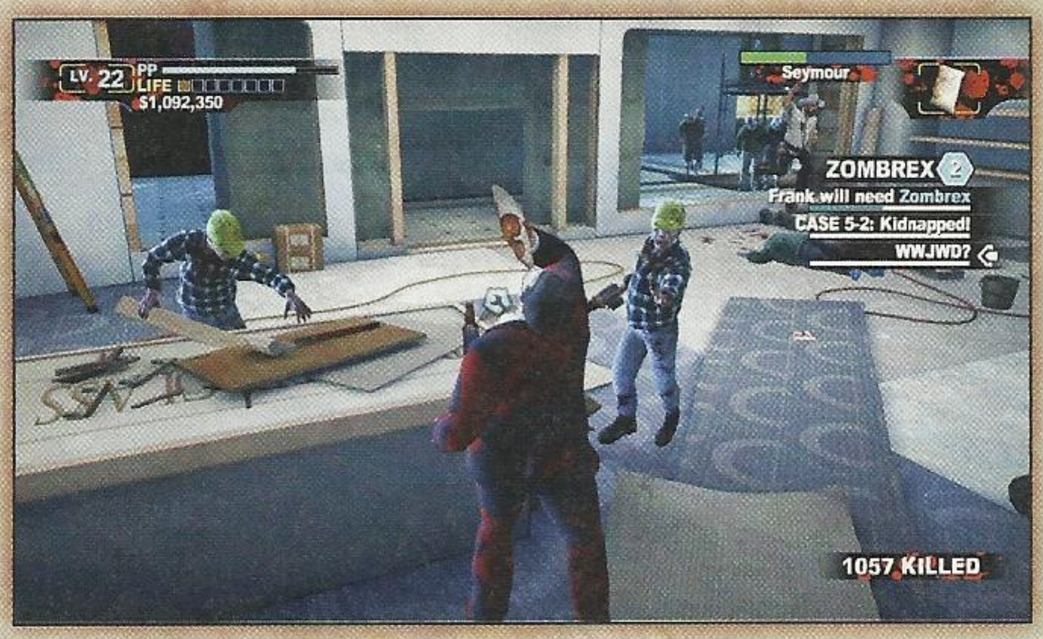


Seymour is a long-range expert, with a variety of attacks that punish Frank if he keeps his distance. Seymour's weapon of choice is a Six Shooter, a powerful revolver that can shoot weapons right out of Frank's hands. Seymour's also equipped with a lasso, which he can use to rope Frank in.

In order to best defeat Seymour, Frank has to take the battle right to the loony lawman, forcing him to rely on his less effective nightstick. Batter the crazed enforcer with a string of melee attacks before jumping away to avoid his nightstick swings.

When Frank needs to heal, hide behind a pillar or in an empty store to stay out of Seymour's line of sight. Back on the offensive, let Seymour turn the corner toward Frank, allowing him to beat back the aggressive security guard.

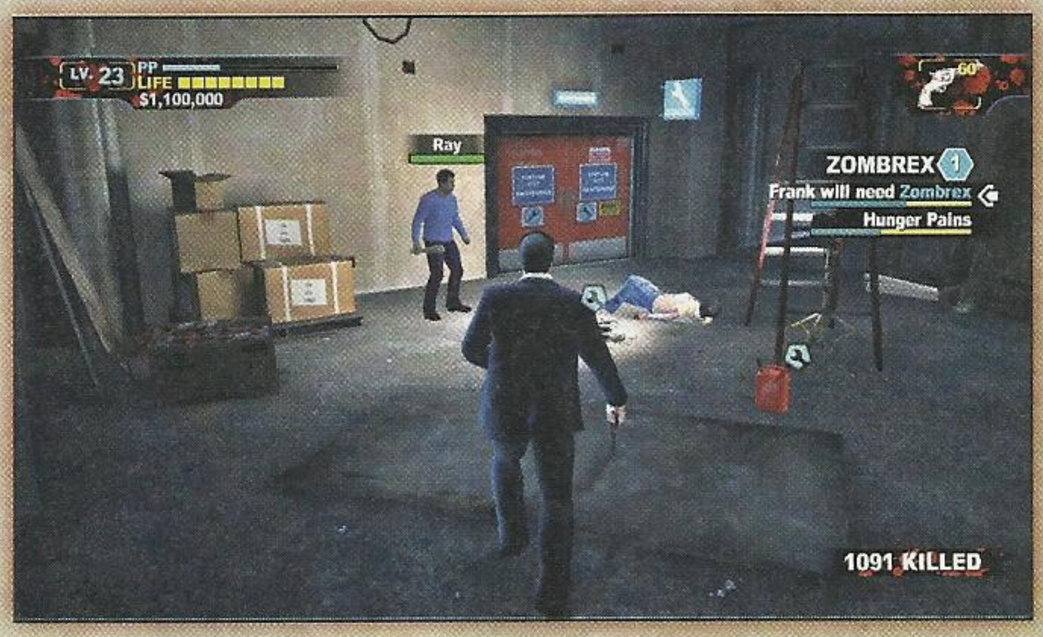
Near death, Seymour tries to climb back up the scaffolding. But he slips and falls, impaling himself on a nearby table saw. As a reward for beating Seymour, Frank earns 20,000 PP as well as access to a Six Shooter, which appears on the table saw.



SURVIVOR: NEW SHERIFF IN TOWN

JOIN BONUS: 12,000 PP **RESCUE BONUS:** 24,000 PP

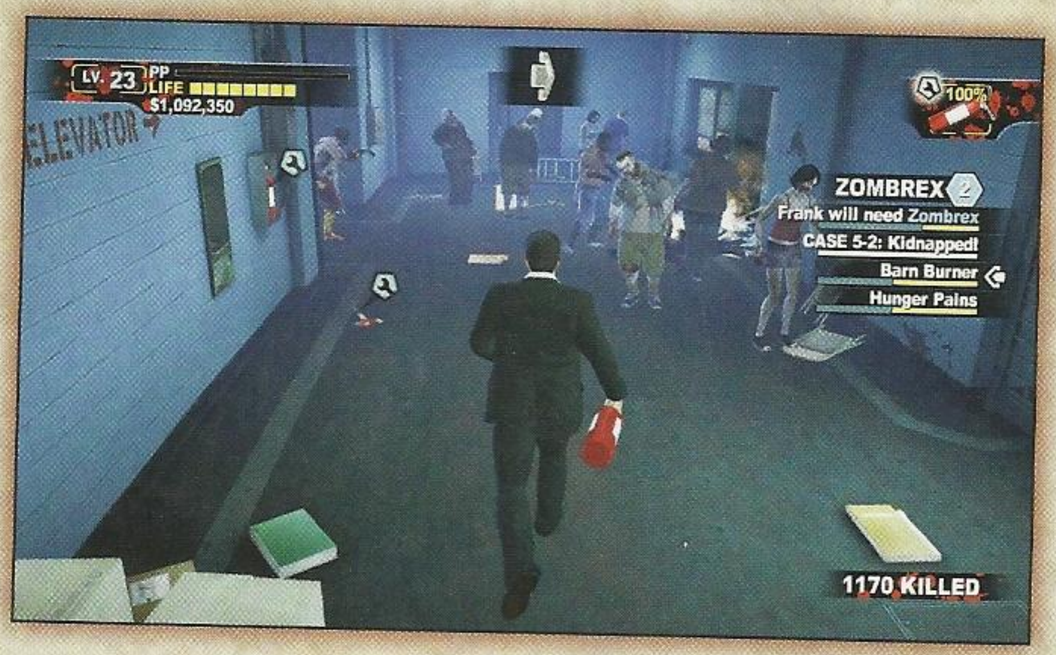
After defeating Seymour, head inside the unfinished American Undies store nearby to find Ray Teller next to a Maintenance Room. Relieved that Frank has dispatched the maniac security guard, he agrees to join him to the Safe House.



SURVIVOR: BARN BURNER

JOIN BONUS: 30,000 PP **RESCUE BONUS:** 60,000 PP

After dealing with so many crazies, it's nice to get back to rescuing again. Inside the backstage area of the Fortune City Arena, a fire blocks the doorway of one of the green rooms, trapping two helpless people inside. Take and use the nearby fire extinguisher to douse the flames.



You discover Trixie-Lynn and Elrod sheltered inside. This backwoods couple thought it would be a great idea to light the door on fire, without thinking about how they would eventually escape. With Frank to the rescue, the two join up to go to the safe house. Before heading back, however, set the guide arrow to Stranded Siren.

SURVIVOR: STRANDED SIREN

JOIN BONUS: 22,000 PP **RESCUE BONUS:** 44,000 PP **REWARD:** $5,000

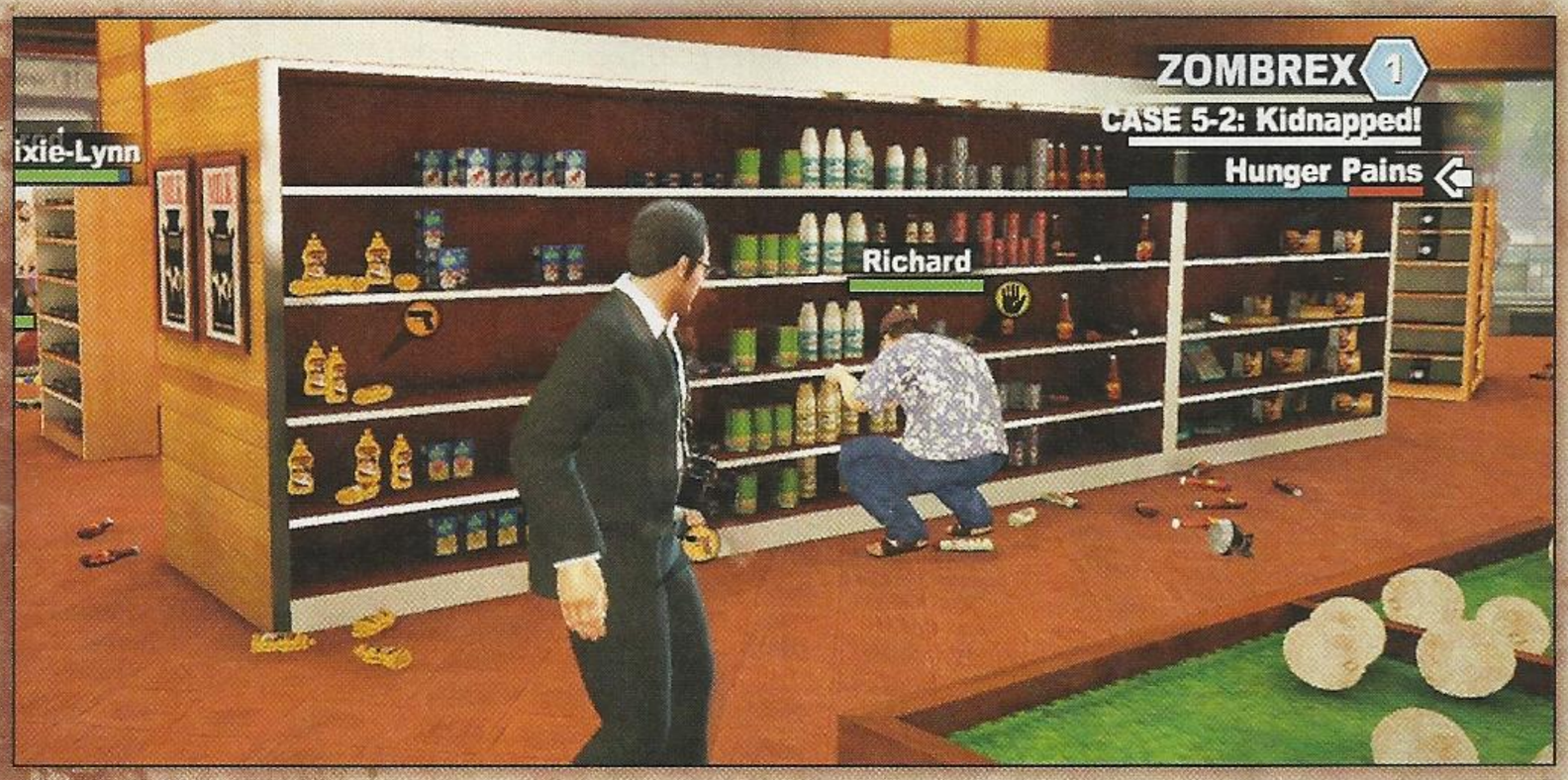
Tammy works as a mermaid performer at the Atlantica Casino. Unfortunately on this fateful day, she has forgotten to wear underwear underneath her elaborate costume, demanding that Frank carry her back to the safe house. But the effort doesn't go unnoticed, as Tammy dishes out $5,000 upon arrival.



SURVIVOR: HUNGER PAINS

JOIN BONUS: 10,000 PP **RESCUE BONUS:** 20,000 PP **REWARD:** Zombrex

Set the guide arrow to Hunger Pains and pick up a pineapple at the Sipparellos bar in the Americana Casino on the way.



Despite being surrounded by zombies, Frank walks in to a grocery store to find Richard scouring the shelves in search of his next delicious meal. He refuses to follow Frank back to the safe house unless he gets that meal first.

Luckily, he's not picky. Hand over the pineapple to convince him to follow Frank. Return him and the rest of the survivors back to the safe house, using the shortcut through Brand New U to save time and lessen risk.

ZOMBREX

Returning Richard to the safe house earns Frank another Zombrex! It's likely that he needs another dose right about now, so this is perfect timing.

THE SECRET OF CHARLIE'S GOLD

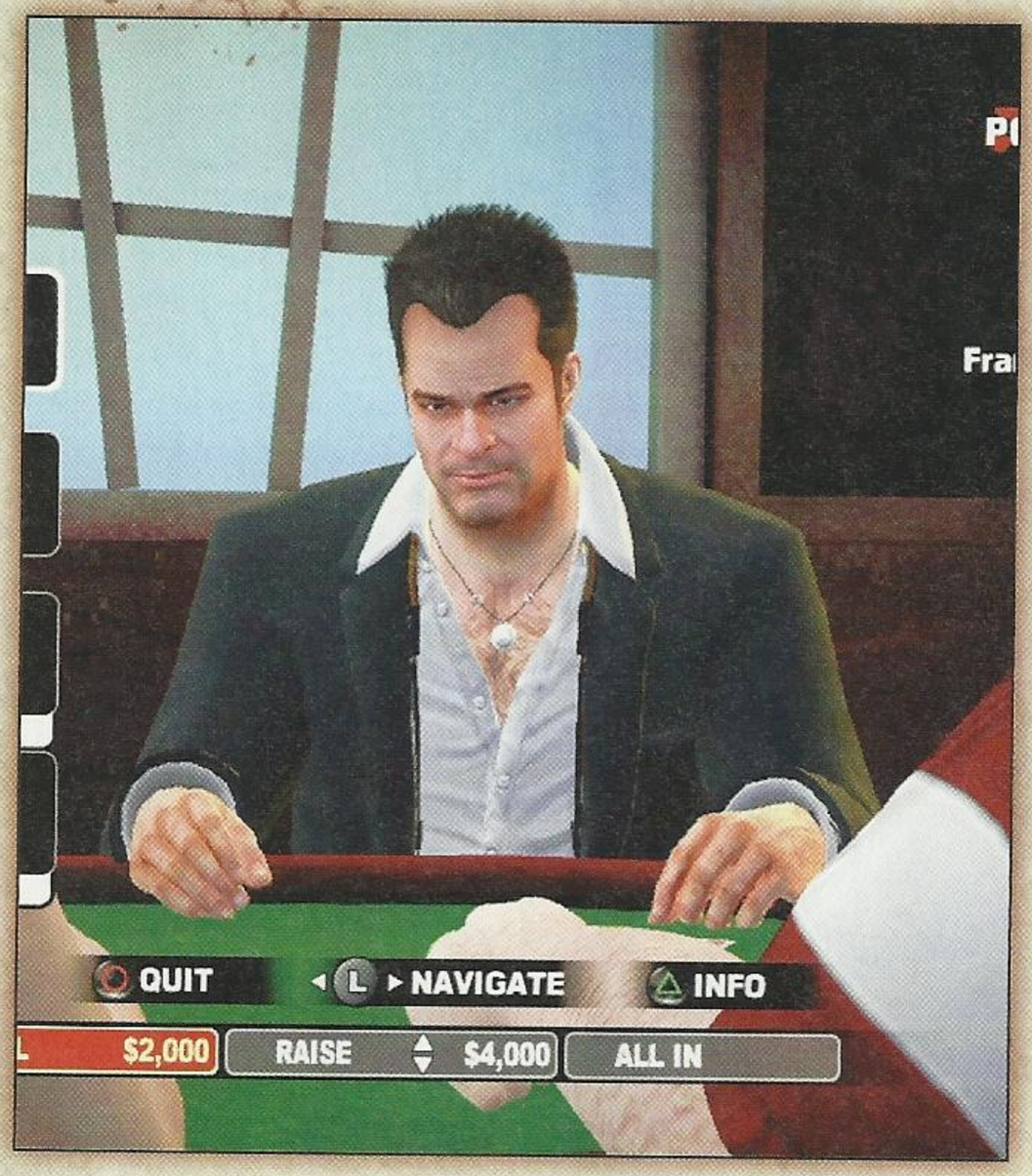
REWARD: $500,000

Back at the safe house, talk to Lenny to learn about some money hidden away in the Yucatan Casino. As a thank you for saving him from Snowflake, Lenny gives Frank a security passcard to the Yucatan vaults.

Heading to the same vault that he protected in Case 4-2, Frank can examine the security panel to open the doors [without a drill!]. Open up the boxes inside for a cool $500,000!

SURVIVORS: HIGH ROLLERS

JOIN BONUS: 45,000 PP **RESCUE BONUS:** 90,000 PP **REWARD:** $1,000,000



In the poker room of the Atlantica Casino, Frank encounters three professional gamblers getting ready for a game. They require one more player, and they tell Frank that he has to beat all three in order to get them to go to the safe house. After talking to each one, interact with the table to put down $100,000 for this high stakes poker game.

TIPPING THE SCALES

Any Gambling magazine in Frank's inventory increases the odds of him getting a strong hand. Likewise, if he beats out one or more of the players but not all, they may not join the next game (he still must pay in another $100,000).

Texas Hold 'Em style poker is the game of choice for these survivors. Each player is dealt two cards of his own, with a potential five cards shown to the entire group. Through several rounds of betting, Frank has to either force the other survivors to give up and "fold" their hands or come out with the best five-card combination.

To fund each hand, players rotate betting in large and small amounts of money, called the big [BB] and small [SB] blind. These players have an advantage in that hand, as they are allowed to act after other players have made their decisions.

During his turn, there are several actions that Frank can take. If he's the big blind, or if the players in that round have all agreed, he can "check," moving forward without adding money into the pot. He can also "call," matching the betting amount set by the table. He can "raise," making others pay a higher amount to stay in. He can go "all in," betting all of his cash and forcing others to match the large amount. He can also "fold" or throw away the hand.

A round of betting starts after each player has received his two cards. Three community cards are then placed face up on the table, referred to as the "flop." After another round of betting, a fourth card is revealed, called the "turn." Another round of betting leads to the fifth and final community card, the "river." If betting continues through the river, all remaining players flip over their cards and decide the best five-card hand in the group.

The rankings for poker hands are as follows:

Straight Flush [five cards in sequential order, all sharing the same suit]
Four of a Kind [all four cards of a rank]
Full House [three cards of a rank, two cards of another rank]
Flush [five cards sharing the same suit]
Straight [five cards in sequential order]
Three of a Kind [three cards of a rank]
Two Pair [two pairs of two different ranks]
One Pair [two cards of a rank]
High Card [if no one has at least a pair, the player with the largest card wins]

In general, it's best to bet when Frank's two cards form the foundation of a solid five-card hand. When the flop falls, pay attention not only to how the cards fit for Frank's hand, but also how the survivors play the pot. If a survivor is betting quick and big, chances are that gamer has a strong hand. Likewise, if a survivor is constantly checking and playing it safe, he probably does not have much.

If it is clear that the survivors are not bringing strong cards to the table, do not be afraid to raise and force them out of play. Winning blinds and small bets early on allows Frank to go big without risking his entire earnings. Pick the right hands to raise the stakes, and Frank can knock his opponents out in no time.

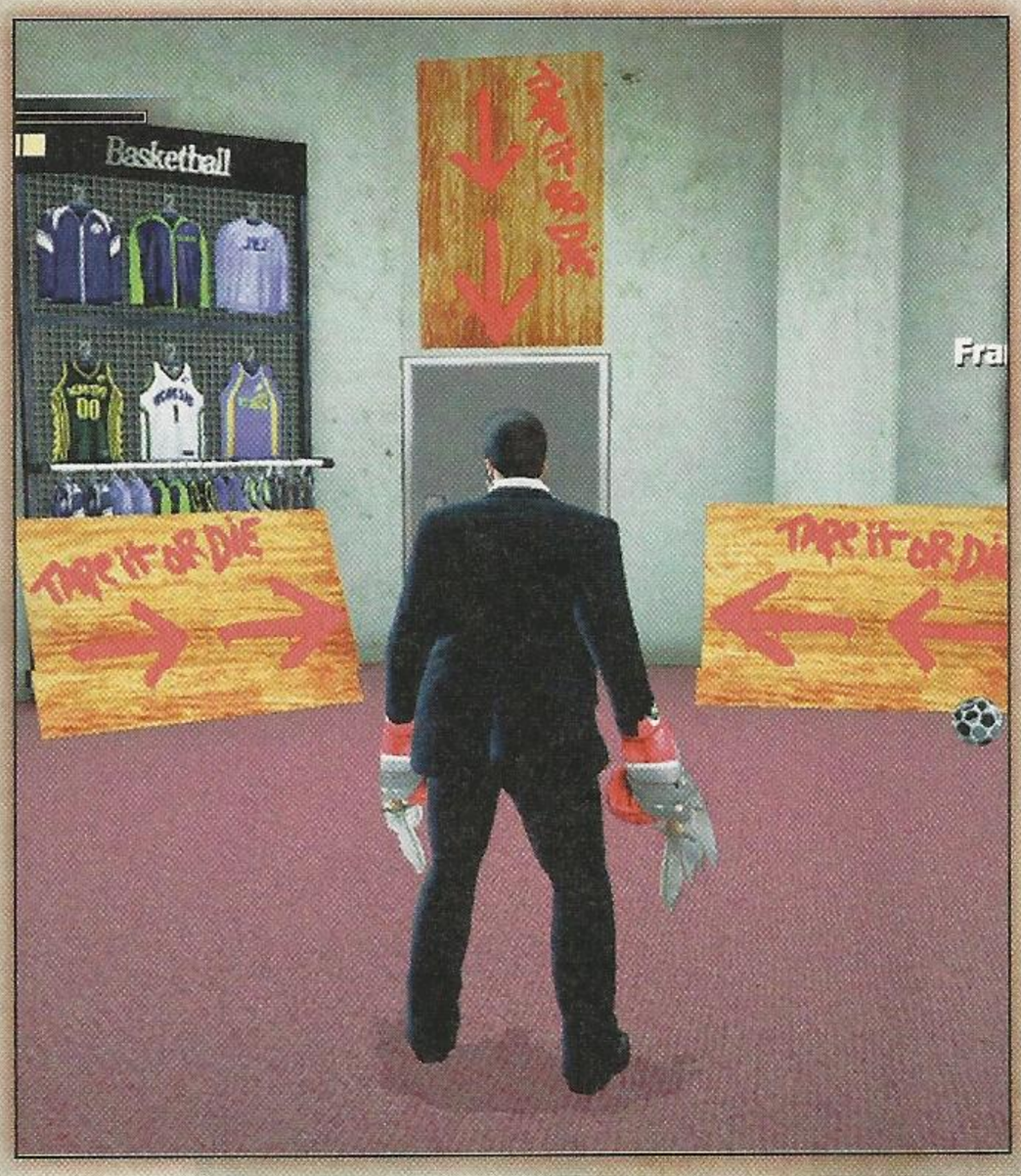
If Frank is able to come out on top against these three pros, he not only wins their confidence to return to the safe house, but he also takes the table prize of $1,000,000!

TAPE IT OR DIE 1

REWARD: Plate Launcher

Inside the Palisades Mall, spray-painted plywood signs point Frank to the back door of KokoNutz Sports Town. Heading down to an underground room, Frank discovers four survivors working for the Tape It or Die website, an online community dedicated to zombie-killing weapons. The crew is hesitant to join Frank, but a talk with survivor Wallace sends Frank on a mission for a cement saw and some plates.

For both items, take the shortcut from Palisades Mall to the Silver Strip and head toward Luaii Wuawii. Head inside to discover a stack of plates, and then continue to the nearby southeastern Maintenance Room to find a cement saw out front.





After retrieving these two items, Wallace combines them to create the Plate Launcher, giving the item and the Combo Card to Frank. That's it for now, but this isn't the last Frank has seen of the Tape It or Die crew...

SURVIVOR: BANK RUN

JOIN BONUS: 20,000 PP **RESCUE BONUS:** 40,000 PP **REWARD:** $5,000



Woodrow is the CEO and owner of one of the largest banks in the state. Not wanting to abandon some free cash, he can be found emptying the ATM machines in the Shamrock Casino on the Silver Strip. He only joins Frank after he's been safely escorted to three other sets of ATMs found within the city. Defend Woodrow as he empties these machines, as the zombie hordes can overwhelm him. As a reward for his bodyguard duties, Woodrow gives Frank $5,000 when they make it to the safe house. Take him back now.

ANTE UP, PARTNER!

Woodrow is one of the survivors who joins in on the "Ante Up" poker game, coming up soon.

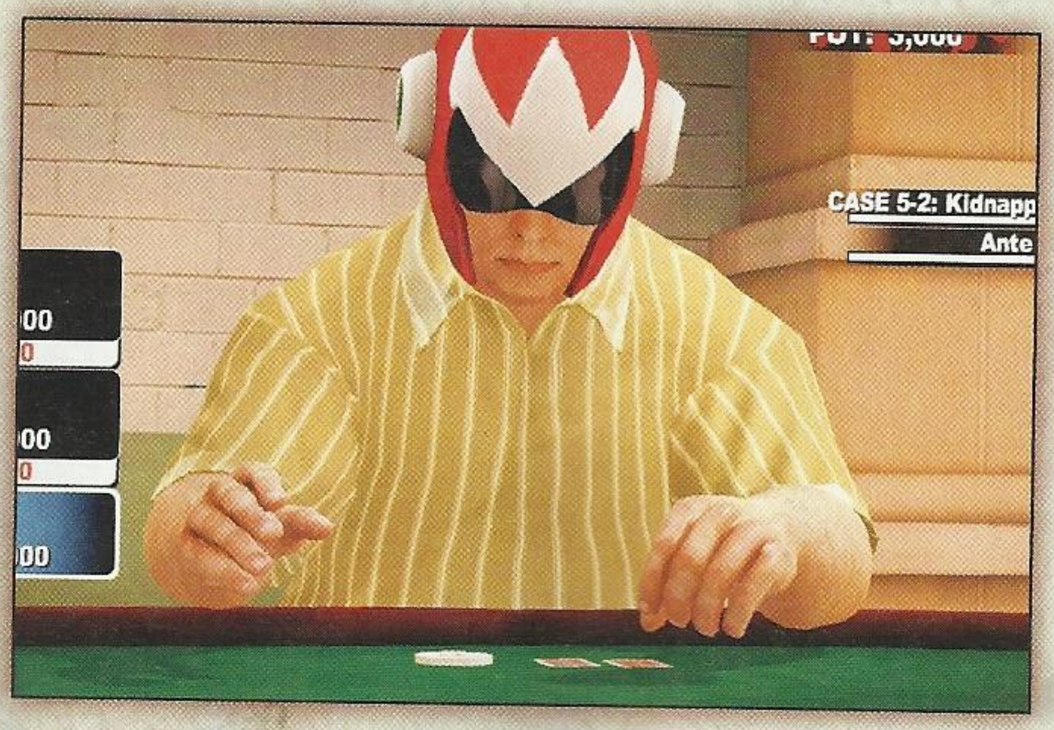
CHEMICAL DEPENDENCY

If Frank saved Jared in the Once Bitten mission, Stacey calls in to let him know that it's time for his second dose. Be sure that Frank has Zombrex on hand when returning Woodrow and the poker crew back to the safe house. Otherwise, Sullivan's going to put him down before he can hurt the others, and Frank misses out on a whopping 60,000 PP.

ANTE UP

Some of the survivors challenge Frank to a game of strip poker back at the safe house. While there is no real money to be won in this friendly game, each survivor Frank eliminates earns him 5,000 PP. The real reward to be found in this side mission is the Protoman Helmet, which Frank can claim if the survivor Jack is eliminated.

The Texas Hold 'Em strategies detailed in the previous High Rollers section apply here, as well, but Frank can play more aggressively without the need to worry about money. He has nothing to lose in this game but time and his clothes.



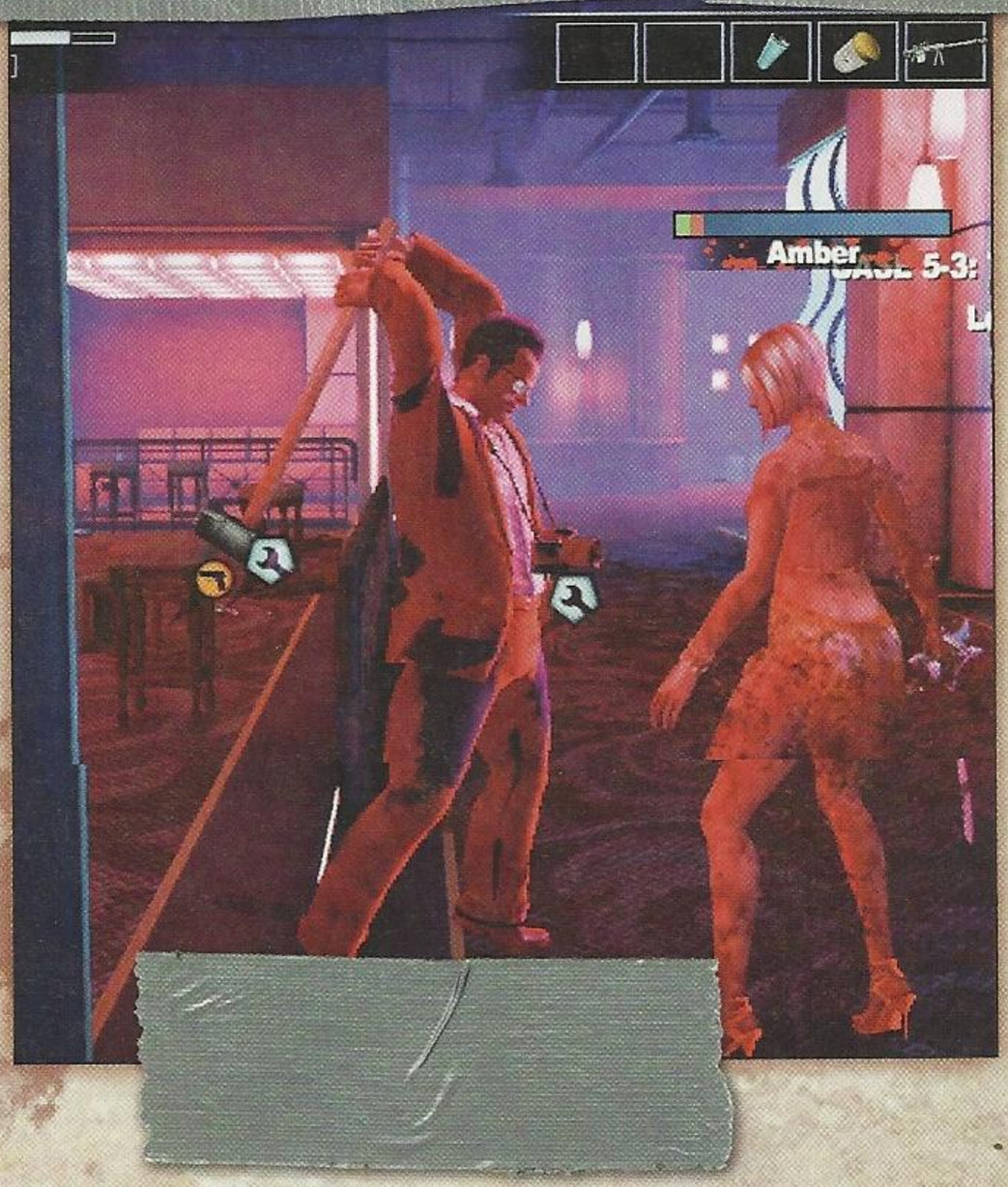
CASE 5-3: TWO GIRLS, ONE CLUB



With $1 million ransom in pocket, Frank heads to the Shoal Nightclub in the Yucatan Casino to save Rebecca. At the door, one of TK's goons swiftly takes the cash, beckoning Frank to come on in and have some fun. Stepping inside, he's confronted by TK's two co-hostesses, Amber and Crystal. Without a desire to hand over Rebecca, the nimble ladies jump into battle.

The plan of attack is simple against these beautiful ladies: blonde or brunette? Frank only needs to defeat one in order to finish the battle.

With their specialized katana swords, the sisters make for a formidable duo. Close in, deliver two melee attacks, and then quickly jump away to avoid their deadly blades and kicks. After each confrontation, the women scatter around the nightclub in opposite directions. This provides Frank with the perfect opportunity to refill health.



PLEASE DRINK RESPONSIBLY

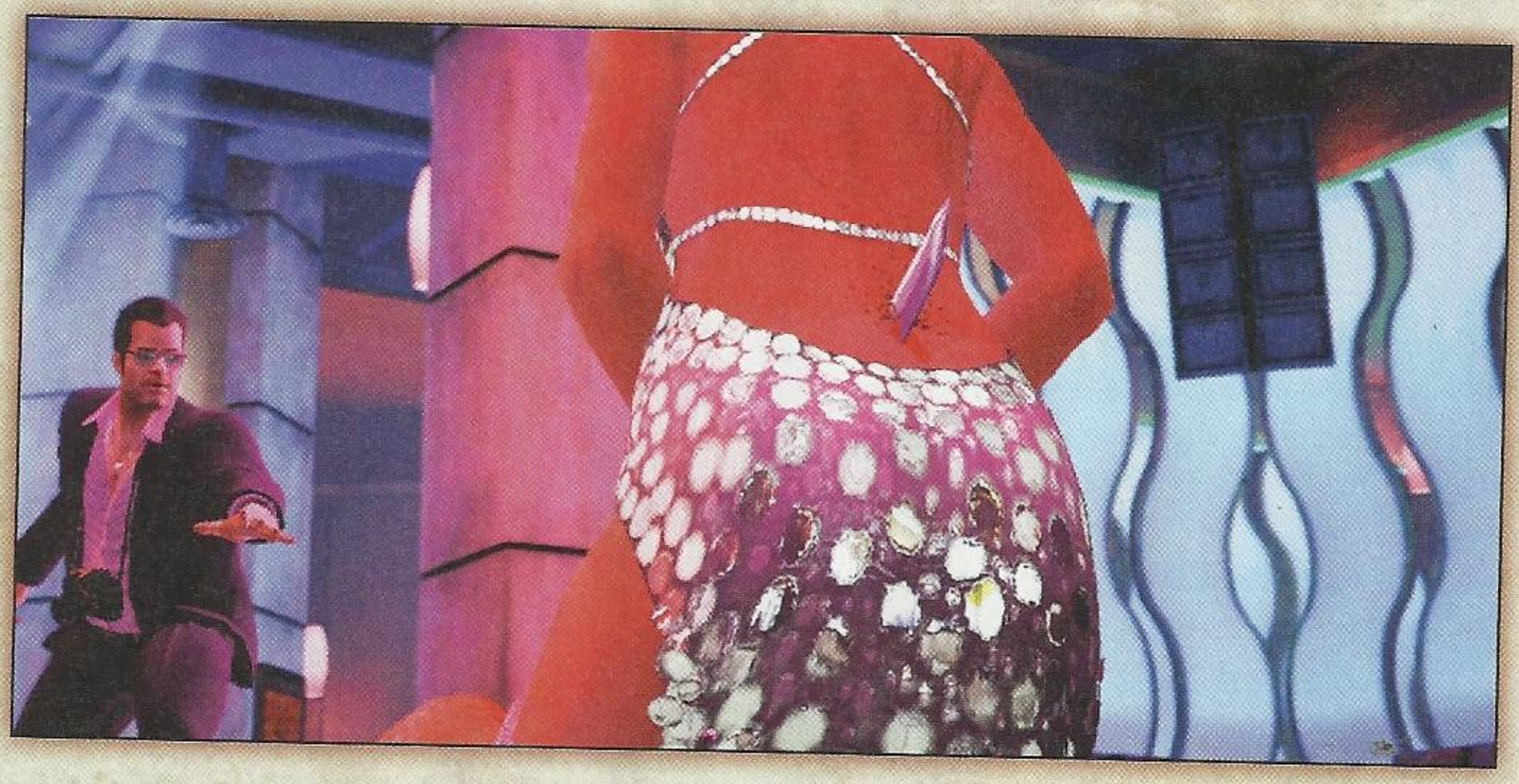
The only restorable items in the Shoal Nightclub are alcoholic beverages, so bring ample food to this fight. Drinking more than two alcoholic beverages makes Frank vomit involuntary, unless he's wearing the Sports Fan outfit.

Follow the targeted sister as she rounds the nightclub, running through the middle to cut her off. Repeat these coordinated attacks, and it's only a matter of time before she falls to the ground.

Adult Content

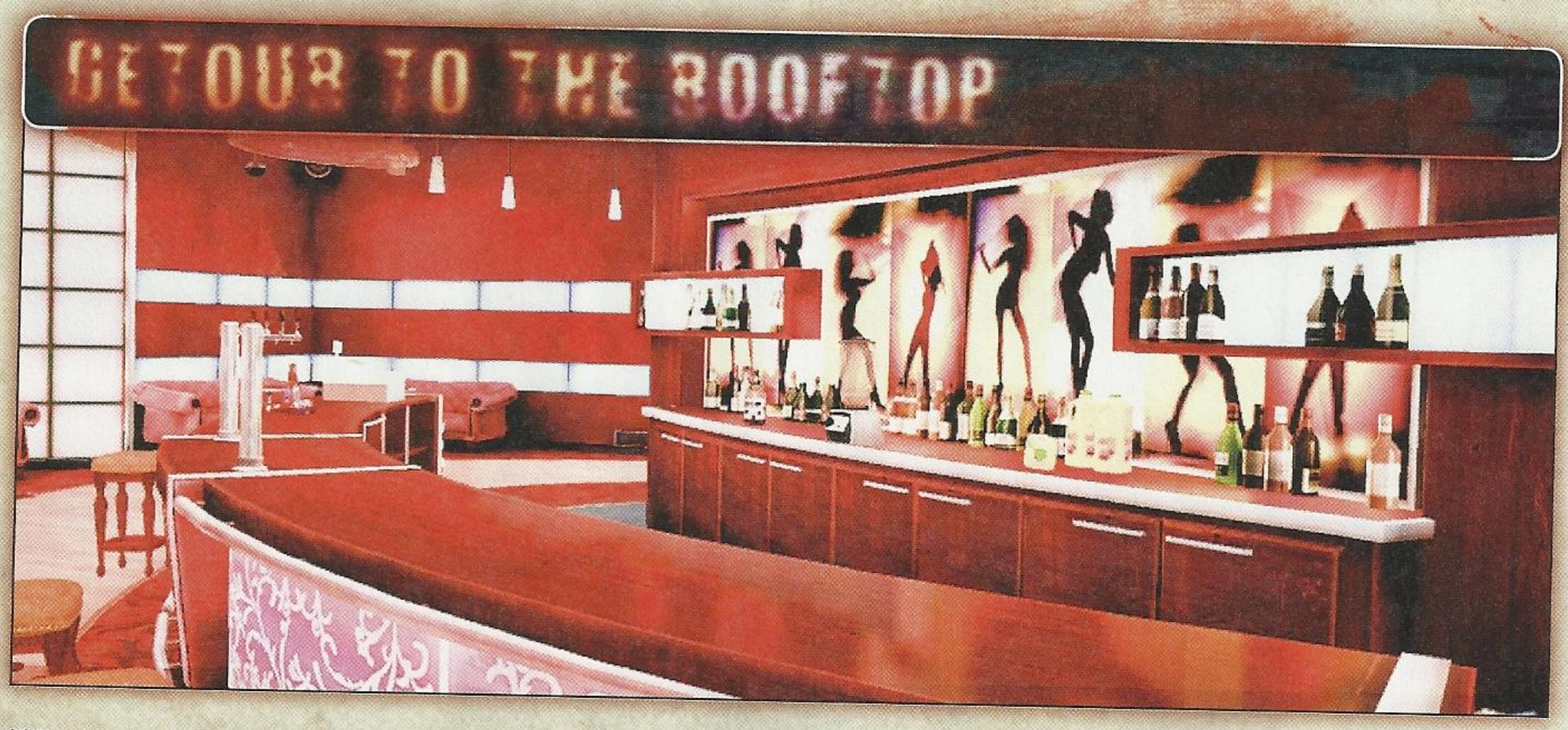
Even while trying to kill Frank, the sisters just can't give up on a good tease now and then. While chasing them down, have the camera at the ready. Snap a shot the moment one begins to pose for a chunk of PP and the Adult Content Achievement/Trophy.





The remaining sister races futilely toward her downed twin. Vowing that she can never be complete again, she drives a knife through her stomach, falling in graceful death right next to the other.

The rescued Rebecca tells Frank that TK and his goons are escaping in a helicopter on the roof of the Fortune City Hotel. Without missing a beat, she hurries off to cover her exclusive story.



TK's going to pay for what he's done, but first, there are two more survivors Frank needs to take care of along the way.

SURVIVOR: LONG LEGS OF THE LAW

JOIN BONUS: 10,000 PP **RESCUE BONUS:** 20,000 PP **REWARD:** $6,900



DON'T LEAVE EMPTY-HANDED

Before heading out with Deidre, pick up a copy of *Erotic Magazine* from the store shelves. This comes in handy when Frank returns to the safe house.



Mixed Messages

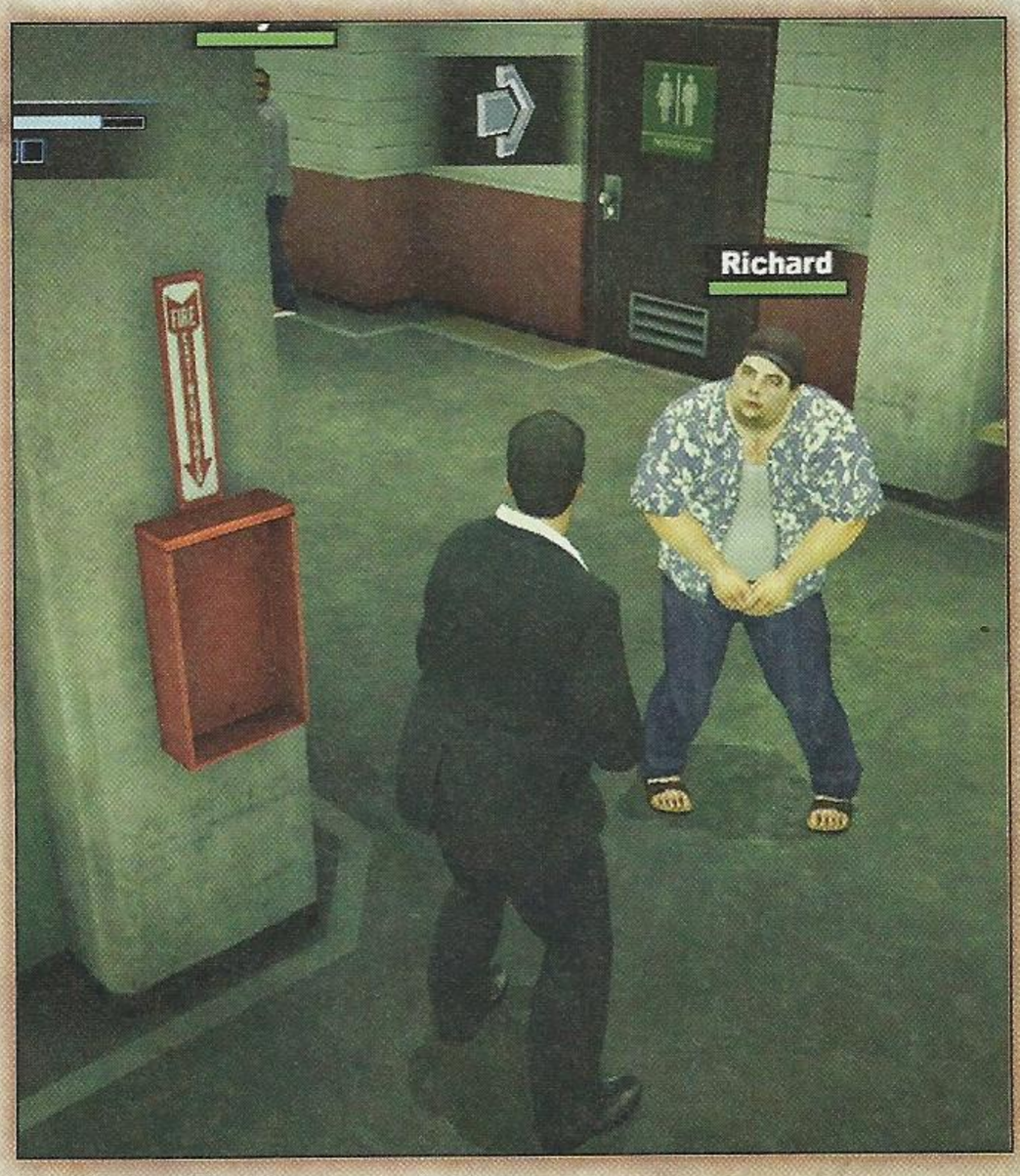
Snapping a shot of Deidre from the front gives frank Erotica PP points. If Frank hasn't yet gotten the Mixed Messages Achievement/Trophy, stop by Stylin' Toddlers before dropping her off at the safe house. Slam the Giant Stuffed Elephant onto a zombie, get Deidre in the frame, and snap a shot of her hitting a nearby zombie to get every element in a single picture!

SNAKE IN THE GRASS

REWARD: 60,000 PP, $5,000

If Richard was saved in the side mission Hunger Pains, Stacey calls Frank back to the safe house to complain about him harassing female survivors. Return with Deidre to discover Richard's problem. While he's satisfied his urge for food, he's now demanding another kind of release.

Getting the idea, Frank hands over *Erotic Magazine* from Hot Excitorama. For compensation, Richard gives Frank a measly $100. After some insistence from Frank, however, Richard ups the reward to $4,000, along with a 60,000 PP Fulfillment Bonus!





THAT'S NO BELLBOY!

As Frank approaches the elevators leading to the rooftop, a group of assault rifle-wielding thugs ambush the journalist. Make short work of them, and consume some food before heading up top if Frank takes a lot of damage.



With the $1 million Frank has collected for him, TK rushes to escape by helicopter on the Fortune City Hotel rooftop. Frank manages to intercept him just in time, hooking the helicopter to the cable of a nearby crane.

To bring TK back down to Earth, Frank needs to winch the helicopter down and chuck items at its spinning blades. After each winch, the helicopter breaks free and executes a sequence of spinning sweeps and targeted gunfire. Time Frank's dodge rolls perfectly to escape both of these attacks.





CASE FILES

CASE NAME	START TIME	END TIME
Case 7-1	9am	10am
Case 7-2	7-1 Complete	5pm
Case 7-3	7-2 Complete	5pm
Case 7-4	7-3 Complete	5pm
Case 8-1	7-4 Complete	12am
Case 8-2	8-1 Complete	12am
Case 8-3	8-2 Complete	12am
The Facts	8-3 Complete	Day 5, 7am
Overtime	Facts Complete	Day 5, 12pm

SURVIVORS

MISSION NAME	START TIME	END TIME
Family Feud	1am	10am
Bent Wood	2am	10am
Short Sighted	3am	12pm
Tape It or Die 2	8am	6pm
Delta Point	9am	8pm

PSYCHOPATHS

MISSION NAME	START TIME	END TIME
World's Most Dangerous Trick	12am	9am

As shown by the color of its indicator light, the crane cannot be winched again for a short period of time. When the indicator light blinks red, stay off of the helipad and away from the helicopter's attack range. Once the light turns green, dodge roll to the base of the crane, press the winch button, and bring the helicopter down again for some damage.

There are various items around the rooftop that Frank can throw at the helicopter blades, but the lightweight spot lights that line the helipad are the most convenient. After taking damage from several items, the helicopter is eventually downed.

SCREWDRIVER BREAK

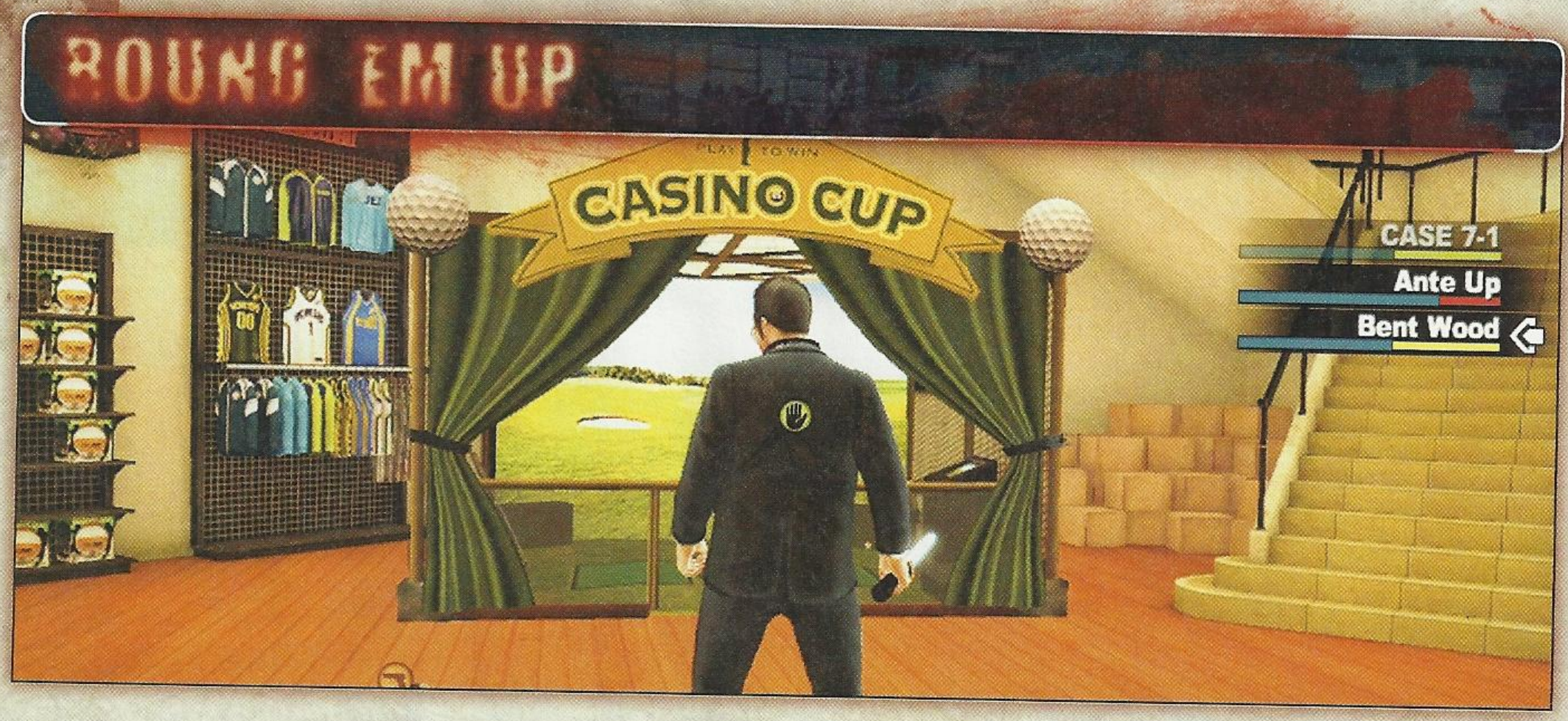
A safe place to hide and heal is in the back corner of the rooftop just next to the elevator. Here, Frank finds orange juice and vodka to keep him in the fight.

With his ransom money burning in the air, TK falls out of the helicopter and lands hard on the helipad. He's unconscious but alive, and that's exactly how Frank wants him. As much as Frank despises TK, the corrupt host needs to answer for his actions in the Fortune City incident. Along with Rebecca, Frank brings TK with him back to the safe house.



TOTAL REFUND

As an added bonus for taking down mastermind TK, Frank is refunded his $1 million ransom money in its entirety. Oh yeah!



The next case doesn't begin until 9am the following day, giving Frank plenty of time to round up more survivors and take down more psychopaths. Never a dull moment!

SURVIVORS: FETCHING FEMALES

JOIN BONUS: 30,000 PP **RESCUE BONUS:** 60,000 PP

Set the guide arrow to Fetching Females and use the shortcut in the Royal Flush Plaza restroom for quick access. Cora, Nina, and Summer are strutting their stuff on the upper deck of the Palisades Mall pool.



Describing themselves as a package deal, the girls only join Frank if he ponies up $10,000. The money converts well to PP, as a safe rescue of all three ladies yields a total of 60,000 PP. Use the water slide on the way down for 10,000 PP, and then return to Brand New U upstairs and use the same shortcut to drop the ladies off with little time wasted.

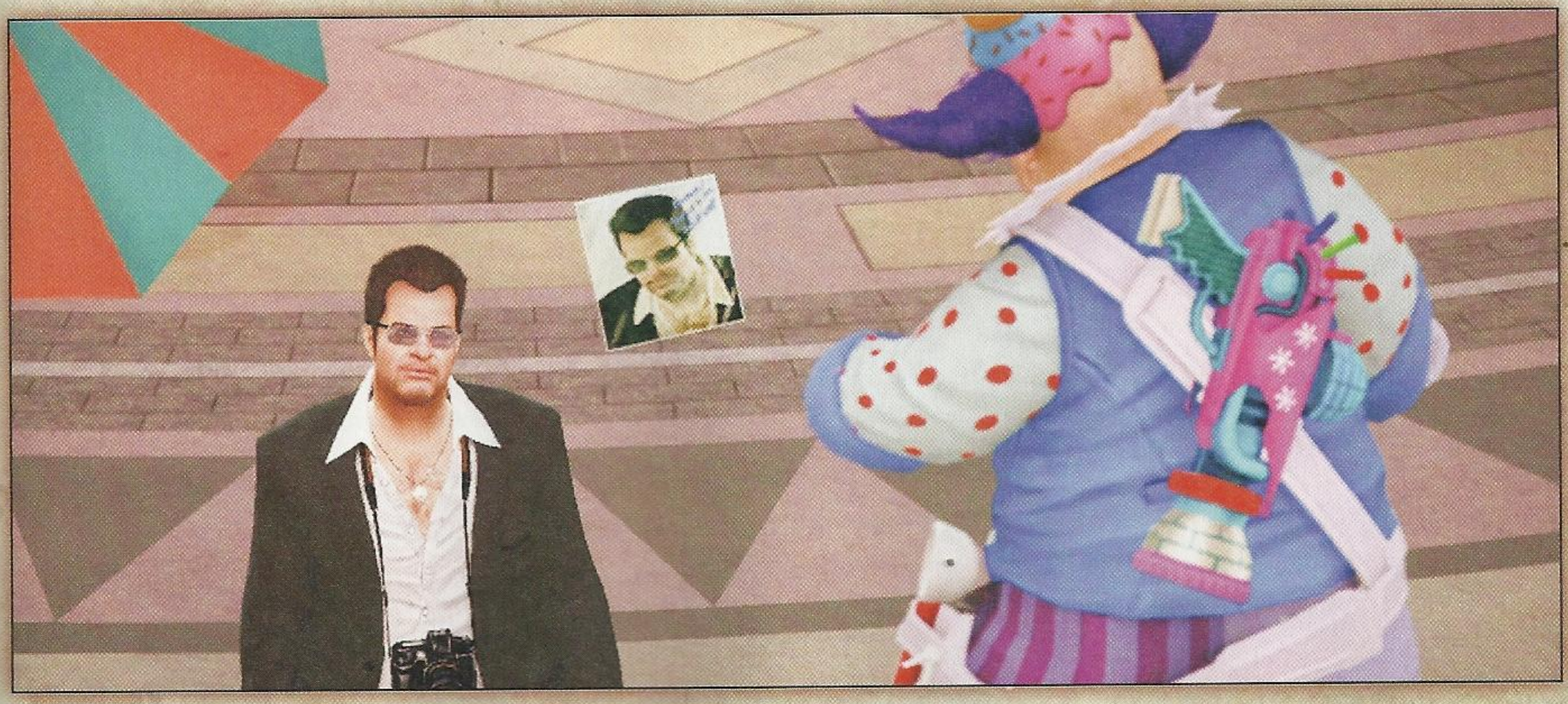
LET'S BE REASONABLE

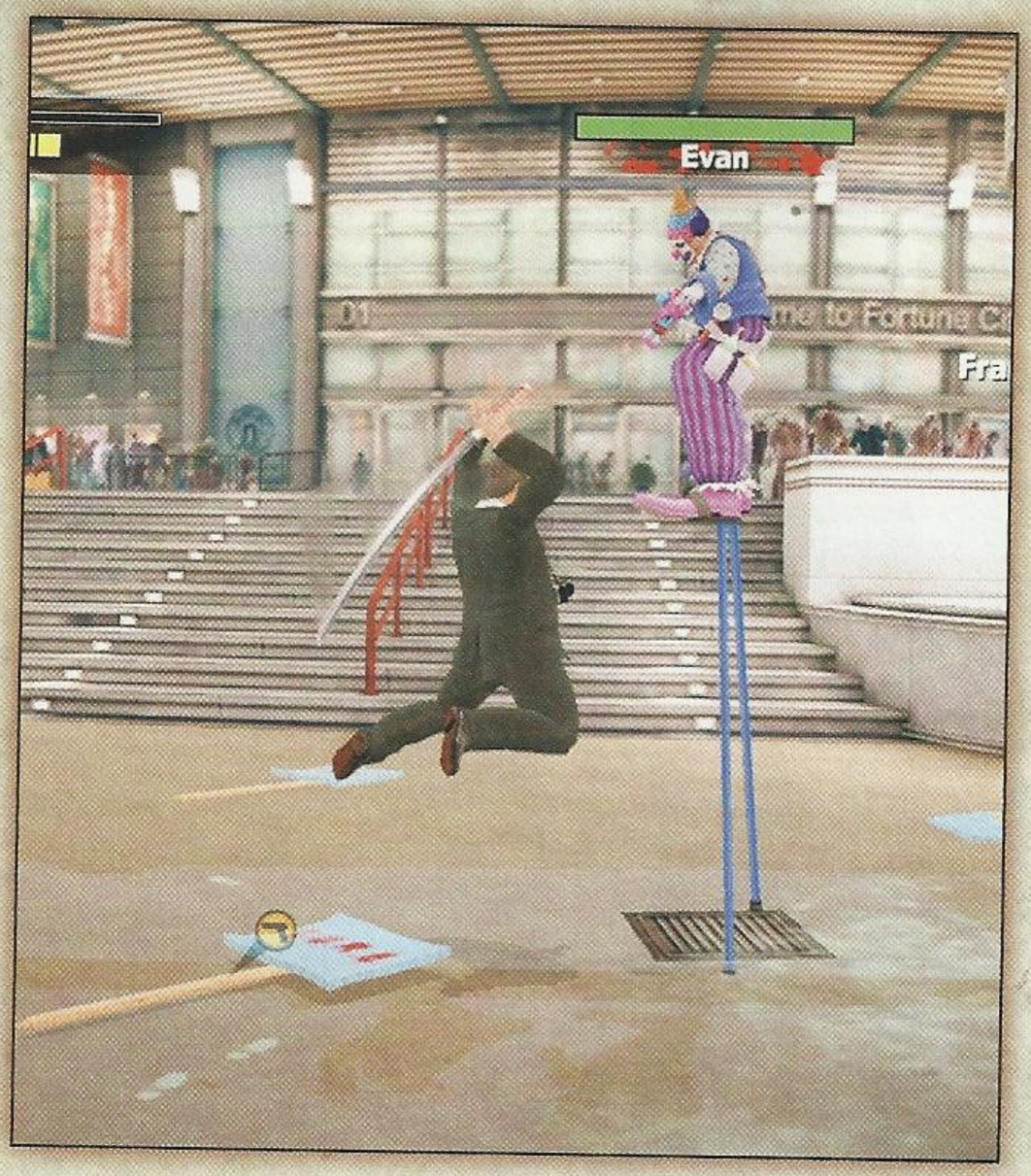
Speak to Nina first, and be persistent! After several tries, she convinces Cora to offer Frank a discounted price.

PSYCHOPATH BATTLE: EVAN—SNOW JOB

REWARD: 35,000 PP, Snowball Cannon Combo Card

Even though he detests clowns, Frank heads to the west end of the Platinum Strip to investigate reports of a raucous funny man. Just outside of Fortune City Arena, Frank meets Evan, a little person who can't stop selling ice cream. But when an autographed photo of Frank floats into his view, the small clown has a sudden change of mood.





Evan reveals himself to be the brother of Adam, a psychopath clown that Frank killed back at the Willamette Mall. Out for revenge, Evan turns hostile toward Frank.

The fight against Evan is split into two rounds. For the first two-thirds of his health bar, Evan attacks from atop his stilts. Weapons like the Laser Sword and Defiler work best against him, letting Frank swing his weapon in midair.

Keep on the move when battling Evan. The snowballs he fires not only make the ground slippery, but they can also stun Frank with a direct impact. Maintain distance from the clown after each jump attack to avoid a knockdown from Evan's long stilt kicks.

LAST STOP FOR FOOD

While Evan is still on his slow-moving stilts, take the opportunity to stock up on food. Run back up to Dining at Davey's for a wealth of food items.

Frank may think the fight is over, but Evan is even more dangerous off of his stilts. When in full charge, Evan can attack Frank even when hit himself, so be prepared to take damage with each collision. Move laterally to avoid Evan's runs, raining melee attacks when he stops to rest or celebrate. Eventually, the little jokester meets his end.

As a reward for taking down this psychopath, Frank gets the Combo Card for the Snowball Cannon, 35,000 PP, and access to Evan's Clown Car. This vehicle is necessary for completing the Cramped Quarters Achievement/Trophy.

DEMAND AND SUPPLY

REWARD: 10,000 PP, Zombrex

If Frank saved Sven in the Code Blue mission, head back to the safe house, grabbing some whiskey or vodka at a bar along the way. Hand it over to quench Sven's thirst, and Frank earns an extra dose of Zombrex for the trouble!

PSYCHOPATH BATTLE: ROGER AND REED—WORLD S MOST DANGEROUS TRICK

REWARD: 50,000 PP, Rocket Launcher Combo Card

OPEN BAR

With the area outside of the theater clear of zombies, Frank can mix drinks in relative peace at the nearby Sipparellos bar. There are more than enough ingredients to mix together three or four pain killers.

In the theater of the Atlantica Casino, Frank encounters Reed and Roger, two less-than-impressive magicians. Their uncoordinated entrance is topped only by their performance of the World's Most Dangerous Trick, which unfortunately costs a woman's life. When Frank accuses the two of performing bad magic, the magicians pull out their weapons and try to silence the critic.





Try to bait Roger into charging Frank. When Reed shoots his rocket launcher at Frank, he stuns Roger in the process, leaving his incompetent partner open to attack.

Once you've downed Roger, move in to quickly finish off Reed. With a pain killer down the throat, Reed's attacks are no competition against Frank and a trusty melee weapon.

Defeated, Roger goes to check on his partner. Suddenly, he pulls a knife and repeatedly stabs Reed in the chest. Dying with relative peace on his mind, Roger exclaims in his last words, "I've always wanted to do that."

Unlike the twin sisters, Reed and Roger both must be defeated in order to end the battle. The two performers' contrasting fighting styles also greatly affect how Frank approaches the battle.

Reed uses a rocket launcher that stuns Frank and forces him to drop his equipped weapon. In close range, Reed swings this heavy weapon, pausing slightly to bow whenever he makes contact.

Roger attacks with two Magician Swords, charging at Frank for some quick slashes before retreating away. He's the weaker of the two magicians, requiring only a few series of melee strikes before being dispatched.



As a reward for defeating these two magicians, Frank earns 50,000 PP and the Rocket Launcher Combo Card. Also, the rocket launcher and Magician Sword now appear on the theater stage.

SURVIVORS: FAMILY FEUD PART 1

JOIN BONUS: 44,000 PP **RESCUE BONUS:** 88,000 PP

If Frank already has his daily dose of Zombrex in possession, he can undertake a lengthy but rewarding side mission to reunite a quarreling mother and daughter.

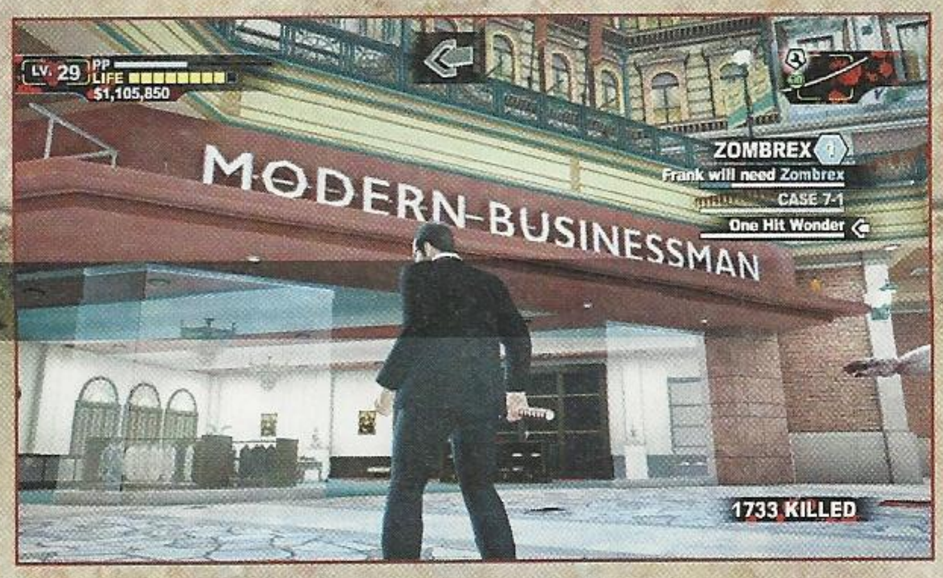


Find Lillian on the Fortune City Hotel roof. Lillian is emotionally unstable and carrying a shotgun, but Frank convinces her to calm down. She explains that she had an argument with her mother, who may have stormed off to the Food Court.

Before heading there, set the guide arrow to One Hit Wonder for a quick psychopath detour.

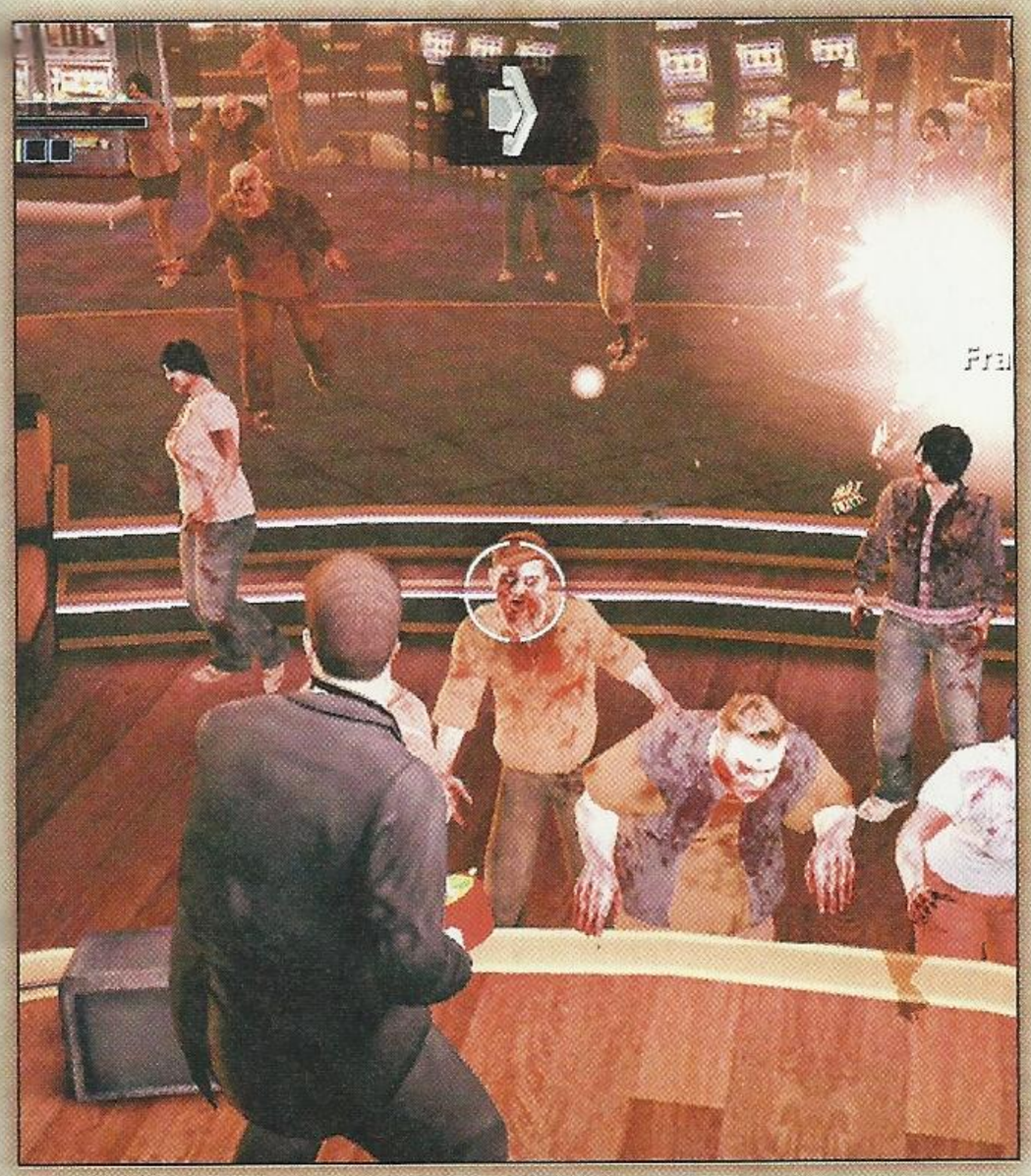
SURVIVORS: ONE HIT WONDER

JOIN BONUS: 65,000 PP **RESCUE BONUS:** 130,000 PP



PRICE OF ADMISSION

On the way to the Slot Ranch Casino, make a quick stop at Modern Businessman in the Royal Flush Plaza and change into a snappy tuxedo.



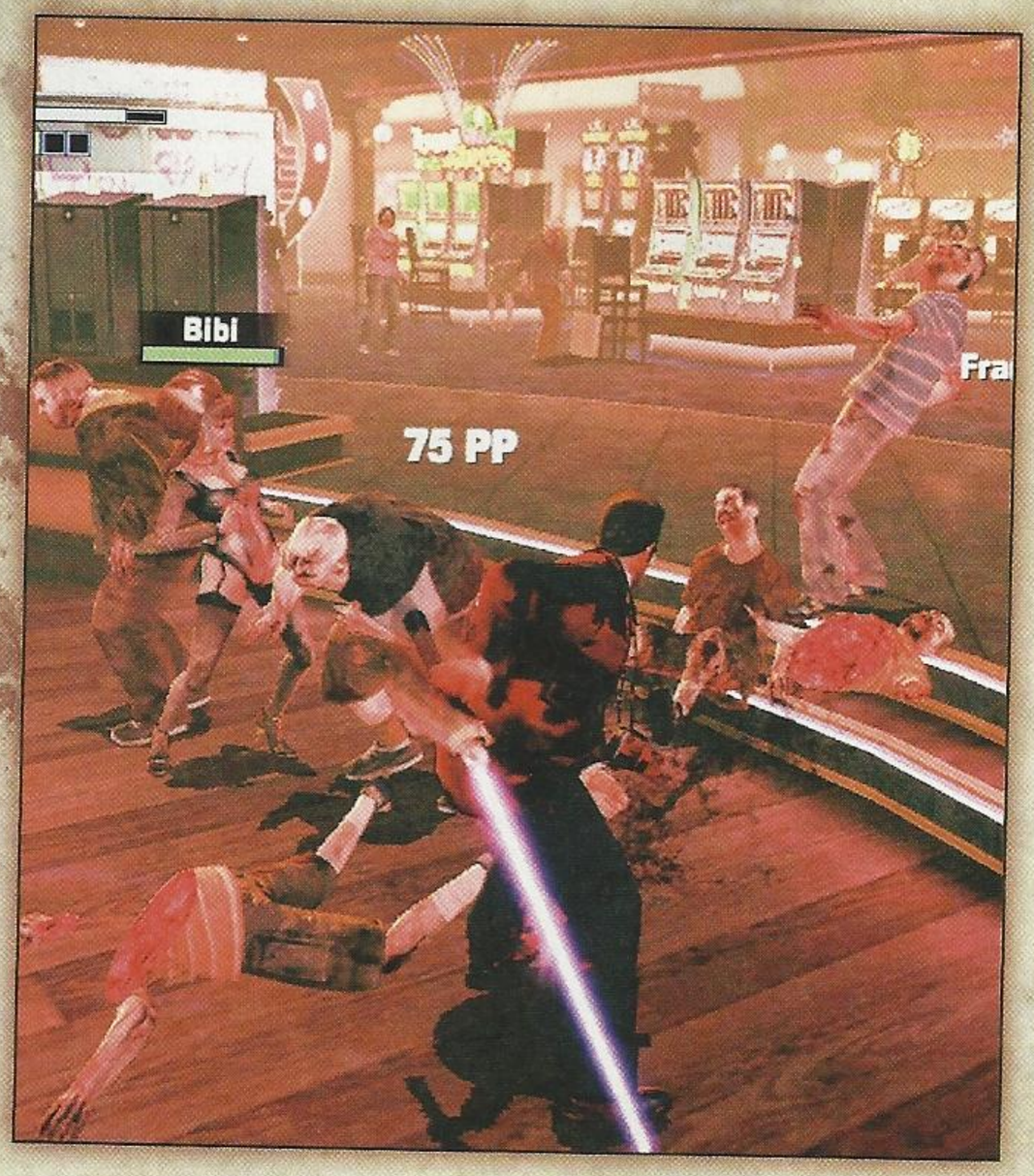
It may be a zombie apocalypse, but a show is apparently about to start on the stage in the Slot Ranch Casino. Frank approaches the stage to encounter Bibi Love, a washed-up singer who is dying to put on one last show for her "fans." When he sees that Bibi has rigged explosives to some survivors seated in the audience, Frank has no choice but to play along with the production of her show.

Her first demand is a refreshing drink. If Frank does not have a drink in his inventory, head to the bar in the southeast section of the casino. Bibi also demands that Frank wear only the best attire for her performance. Luckily, he already has on a tux, immediately snapping her to the third demand.

For her final demand, Bibi asks Frank to round up her beloved fans. Pick up some firecrackers backstage and throw them just below the stage, luring in some excited zombies. Navigate Frank over to the casino floor to attract the attention of some additional zombies. Now the show is ready to start!

FOOD LURE

If Frank has trouble luring in a big enough crowd with fireworks, run out into the casino to goad hungry zombies into following him back to the stage



With all of the pre-show festivities out of the way, Bibi asks Frank to man the controls backstage. A quick rhythm-based game starts, with button commands scrolling across a highlighted area. Simply hit the correct buttons as they move into the target, and the show goes on without a snag.

Putting on a successful show, Bibi falls with joy into the crowd of zombies. When she quickly realizes that these may not be the fans that she wanted, it's up to Frank to rescue her. Fight off the group of zombies surrounding Bibi, and then talk to her. Distraught and looking for shelter, she frees her three captives and joins Frank for the trip back to the safe house.

SURVIVORS: FAMILY FEUD PART 2

With Bibi and crew in tow, set the guide arrow back to Family Feud. Offer a shoulder to Cameron, and head to the Food Court, where Frank locates Camille in the kitchen of Rojo Diablo. After a quick conversation, Camille joins Frank.

Take her back to her daughter, priming the camera for a PP opportunity as they hug. Lillian joins the group on the way back to the safe house.



A SAD END

If Frank takes Camille back to the safe house before reuniting her with her daughter, Lillian refuses to go with Frank. Instead, she goes through with her suicide attempt by swan diving off the rooftop!

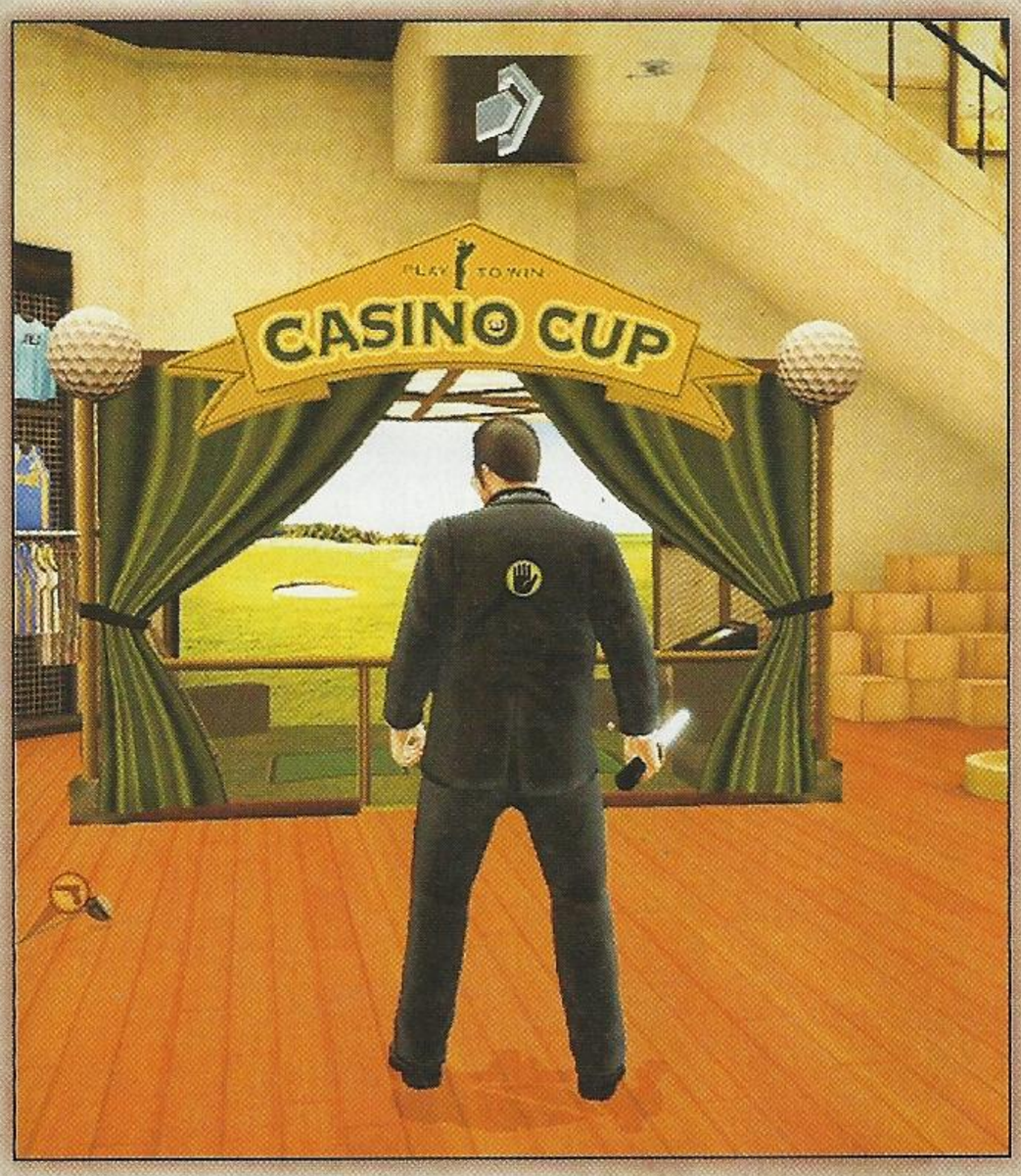
NOT JUST YET

While conveniently located on the way back to the safe house, don't head to the Short Sighted mission just yet. The survivor needs Frank's help to move, and Frank's already lending a shoulder to Cameron.

BENT WOOD

REWARD: 60,000 PP, $5,000

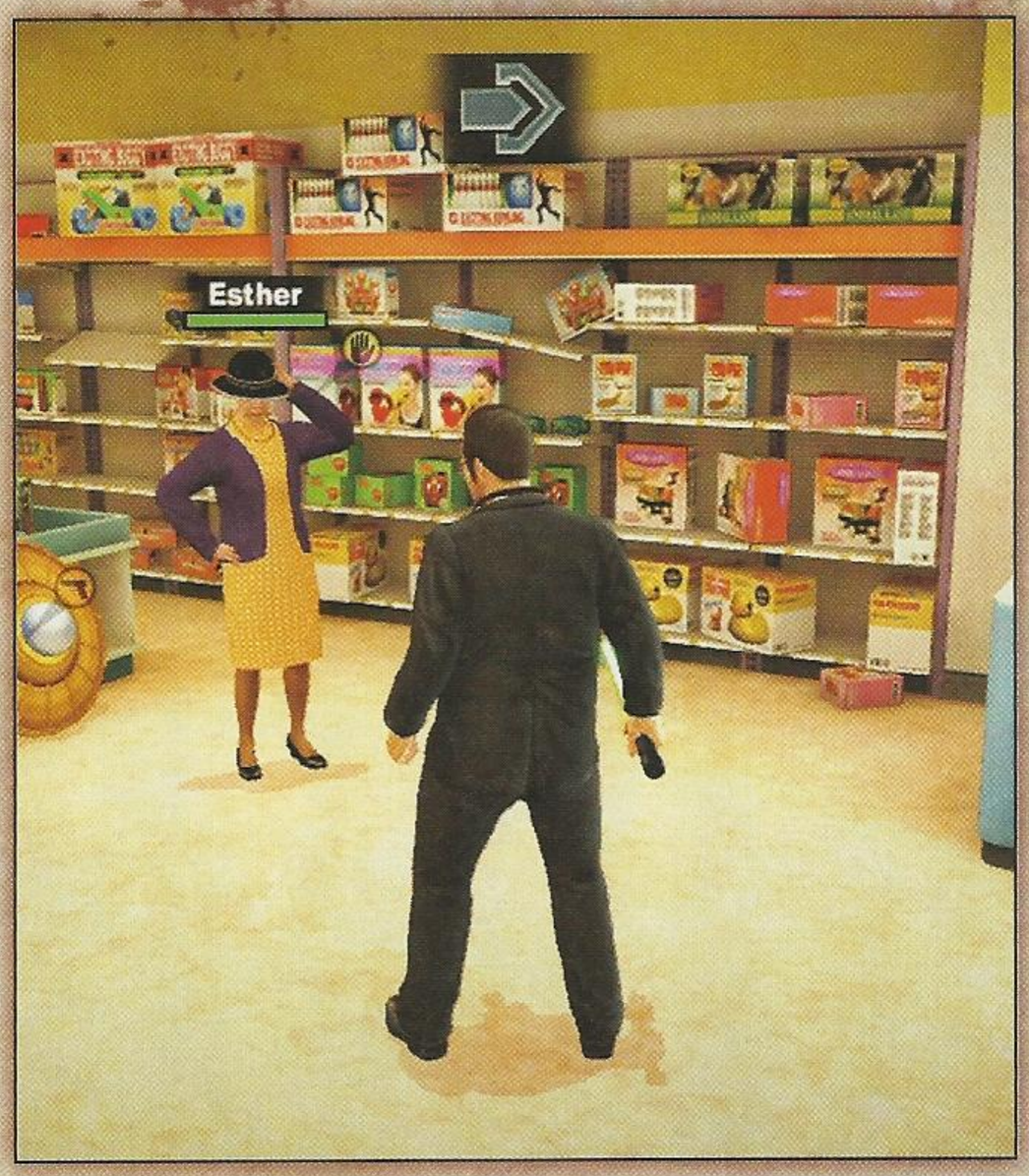
Luz the golfer calls Frank back to the safe house with an interesting proposition. In the mayhem of the outbreak, she's lost her favorite golf club and can't practice for the tour.



A suitable replacement is simple and close enough to find, since Frank only needs to head to SporTrance in Royal Flush Plaza, where he first met Luz. A golf club rests on the floor right in front of the Casino Cup minigame. Bring it back to Luz for a reward of not only $5,000, but also a whopping 60,000 PP Fulfillment Bonus! Along with all the other survivors in tow, Frank earns some epic PP on his return trip!

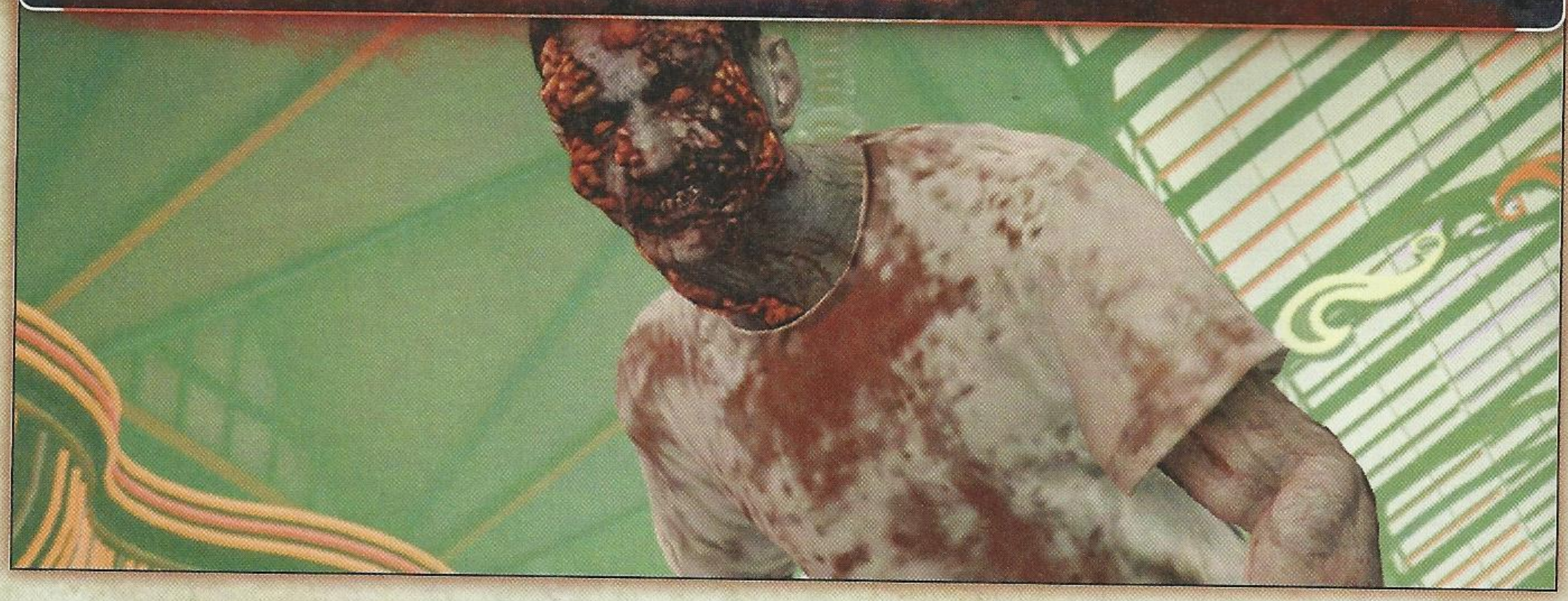
SURVIVOR: SHORT SIGHTED

JOIN BONUS: 15,000 PP **RESCUE BONUS:** 30,000 PP



Frank finds Esther, an elderly woman, lost in the Children's Castle store in Royal Flush Plaza. Thinking that Frank is an employee at the toy store and that the zombies are merely action figures, she insists on some help in finding a gift for her grandkids. After some convincing, Esther comes to her senses and follows Frank back to the safe house. Because she moves so slowly, Frank needs to carry her.

CASE 7-1: HELP ARRIVES



As the military rolls into town, Frank must get to the Royal Flush rooftop to capture photographs of the event. The access ladder to this perch is actually on the Silver Strip, adjacent to the entrance to Slot Ranch Casino.

With Rebecca on a nearby outlook, the two journalists watch as the squad of soldiers takes out zombie after zombie. Everything seems to be under control, when suddenly, clouds of gas start emerging from the ground vents. The zombies that come into contact with the gas start morphing, bulking up and displaying a more aggressive demeanor.

The tables have turned. The newly formed gas zombies quickly overwhelm the troops, forcing their cocky squad leader to escape in his Humvee. In the commotion, Rebecca has found her way down to the ground and runs off in the direction of the Humvee. What is she doing?

CASE 7-2: LAST STAND



As Frank races to rescue Rebecca in the underground loading bay, a new type of enemy confronts him.

Gas zombies are faster than regular zombies, possessing increased speed and strength to really give Frank a hard time. If that weren't reason enough to stay on the move, they also vomit blood, incapacitating Frank for several seconds. This foul move gives the mutated beasts all the time they need to grab onto and attack him, forcing an extra button sequence to break free.



For now, Frank's best strategy against these crazed foes is to simply turn and run, killing the occasional group that gets too close.

Before heading underground, prepare for the intense fight to come. Head to the Pub O' Gold to mix up some pain killers, a drink made with any two beers, vodkas or whiskeys. As always, bring along at least two or three durable melee weapons. For an added long-range option, pick up one of the assault rifles dropped by the dead soldiers.

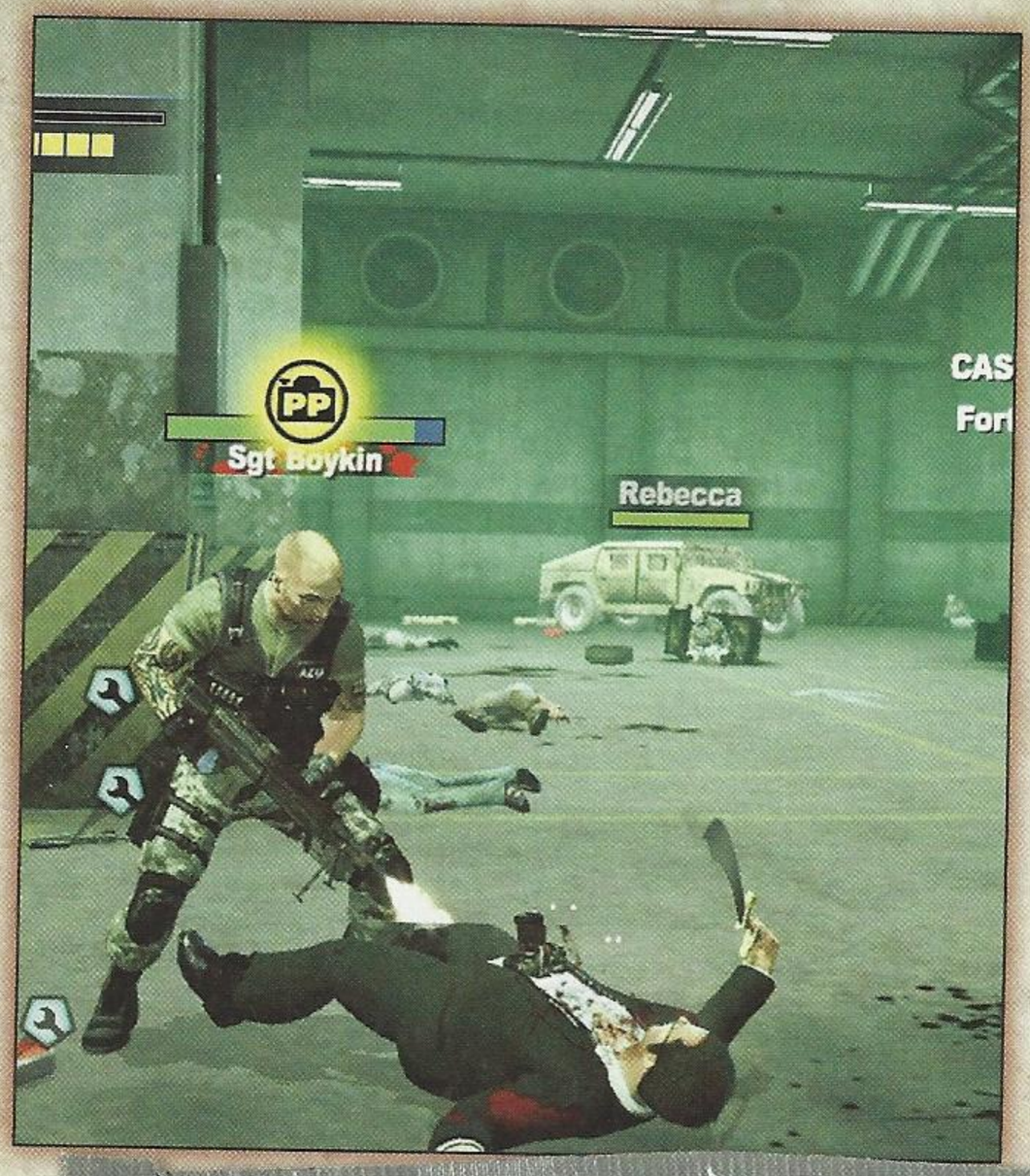
NOT WHAT WE EXPECTED

Instead of blasting in and saving the day, the military plans on incinerating Fortune City in a devastating firebombing within a day's time. Frank needs to get to the bottom of this and escape with the rest of the survivors if they plan on making it out alive!

PSYCHOPATH BATTLE: SGT. BOYKIN

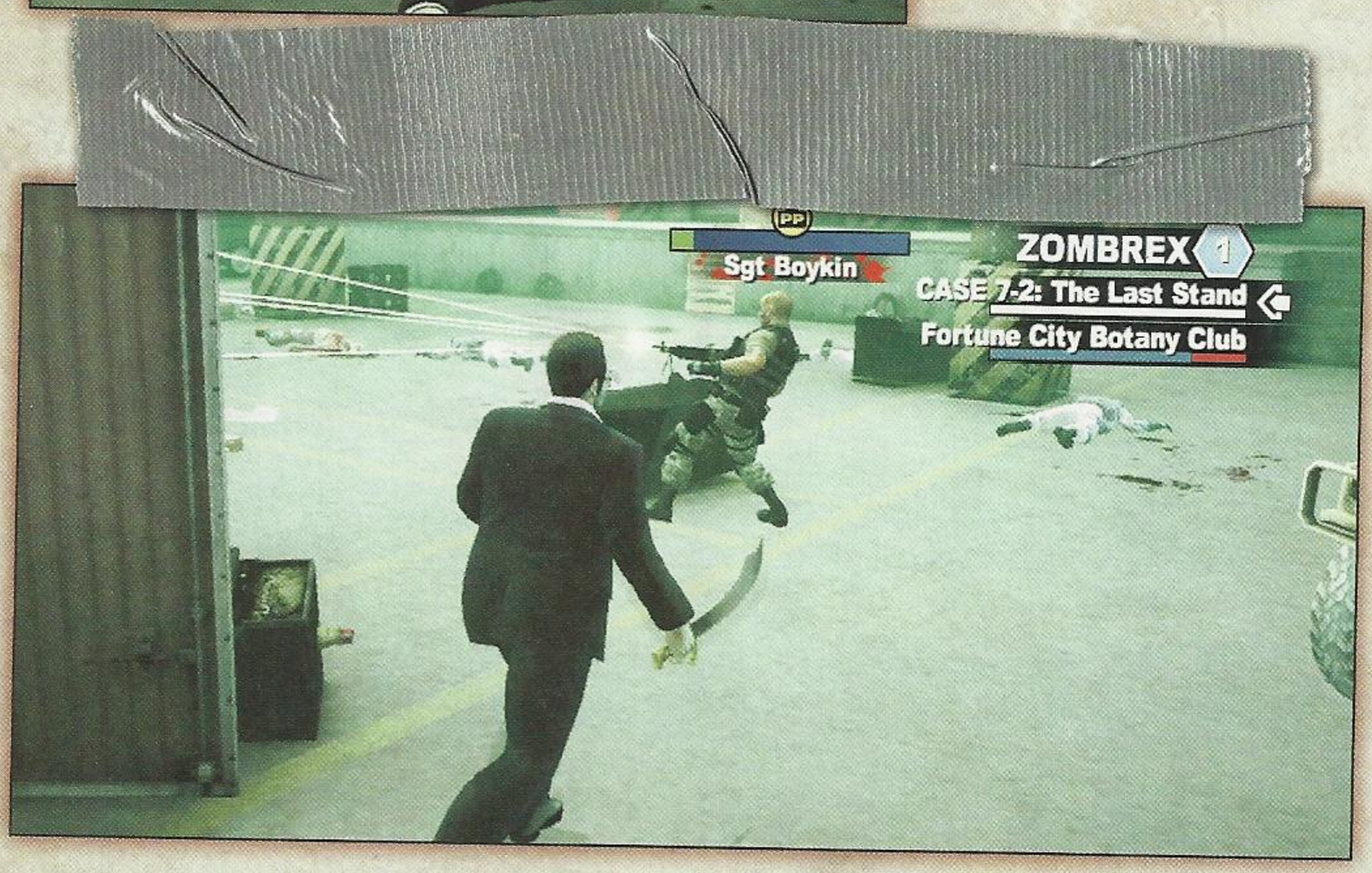
REWARD: 50,000 PP, Soldier Clothes, Save the Girl Achievement/Trophy





Having just seen his entire squad wiped out by zombies, Sgt. Boykin completely loses his mind. He barks orders out to the corpses of his squad, demanding them to cover their flanks and reload their guns. When a dazed Rebecca calls out to Frank, Boykin knocks her out, imploring Frank to come get some.

Sgt. Boykin is a formidable opponent with an impressive mix of close and long-range moves. His deadliest attack is his knockdown melee, which he strings together with gunshots at Frank's stunned body. Avoiding this combination of attacks is crucial for defeating the possessed psychopath.



Run around the containers and pillars in the area to keep one step ahead of Boykin. Swing several times with a melee weapon before running to evade his knockdown move. Sgt. Boykin gives Frank ample time to hide and refill health, so take on this military madman slowly and safely.

In long-range engagements, Sgt. Boykin fires his LMG and lobs grenades at Frank. If Frank is behind suitable cover, returning fire can be an effective way of wearing down Boykin's health.

Once defeated, Sgt. Boykin accuses Frank and Rebecca of trying to turn him into a zombie. As he pulls the pin, the two journalists barely have enough time to take cover and escape the blast.

Alpha vs. Omega

If Frank has Denyse with him at this point, it's likely not because he can't live without her. Just remember, in order to get this Achievement/Trophy, she must attack and damage Sgt. Boykin—not just be there for the fight.



Sgt. Boykin may no longer be a threat, but it's a long way back to the safe house. Rebecca's leg is injured, and Frank needs to carry her the entire way back.

SEAFOOD, EAT FOOD

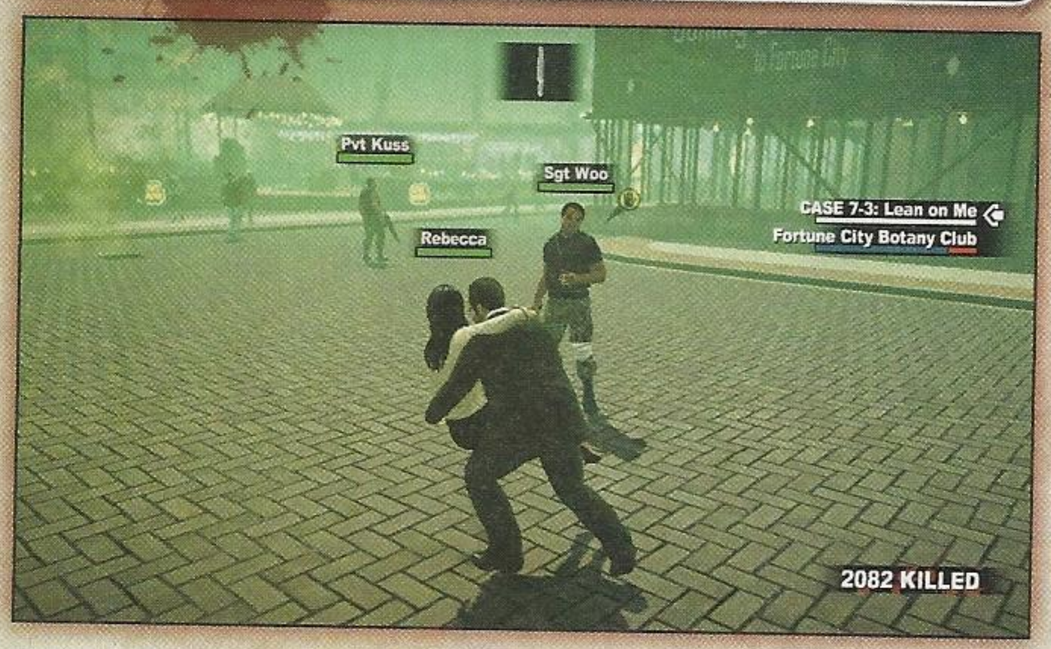
If Frank needs to refill his health for the journey, the nearby Luaii Wauwii contains health-restoring lobster and sushi items.

Try to stick to the right side of the street when traveling down the Silver Strip, where there are generally fewer zombies gathered.



SURVIVORS: DELTA POINT 1

JOIN BONUS: 24,000 PP **RESCUE BONUS:** 48,000 PP



After his battle with Sgt. Boykin in the underground, Frank encounters Sgt. Woo and Pvt. Kuss as he heads back up to the Silver Strip. These two soldiers were planning to go down into the tunnels to look for survivors, but Frank quickly debriefs them on the situation. Set the waypoint to Tape It or Die.

SURVIVORS: TAPE IT OR DIE 2

JOIN BONUS: 100,000 PP **RESCUE BONUS:** 200,000 PP

Reward: Exsanguinator and Blazing Aces Combo Cards

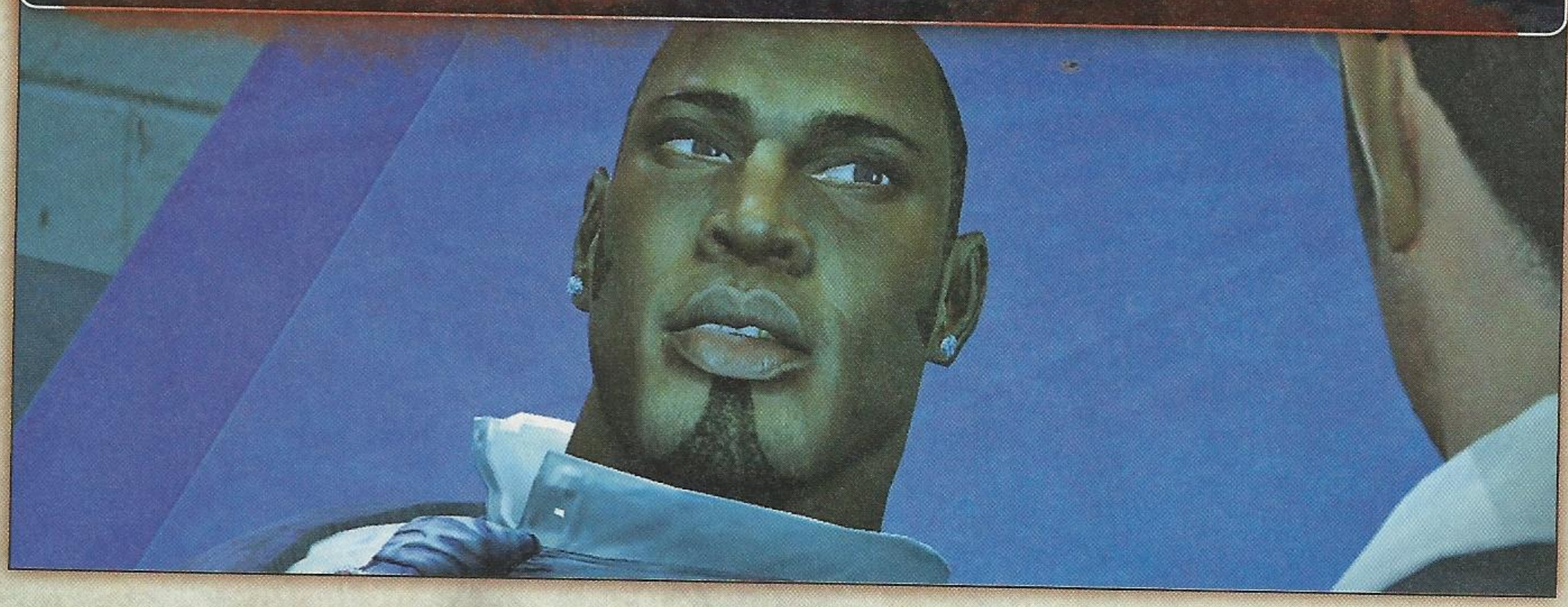
Stacey mentions that someone hacked into the safe house emergency line, saying something about Tape It or Die. As Frank enters the KokoNutz Sports Town, he sees all four survivors fighting for their lives against a group of zombies. Once he has helped fight the creatures off, Frank learns that one of Wallace's inventions caught on fire and forced the crew up to the surface. With nowhere left to go, they join Frank to head back to the safe house.

As a reward for saving this brave group, Frank earns the Combo Cards to two of their latest inventions — the Exsanguinator and the Blazing Aces. Now get back to the safe house!

THE BEST FOR LAST

As the last survivors Frank encounters, Woo and Kuss are hardly people Frank has to save. Focus solely on carrying Rebecca to safety, worrying about the two soldiers only when approaching doorways.

SAFE AT LAST...

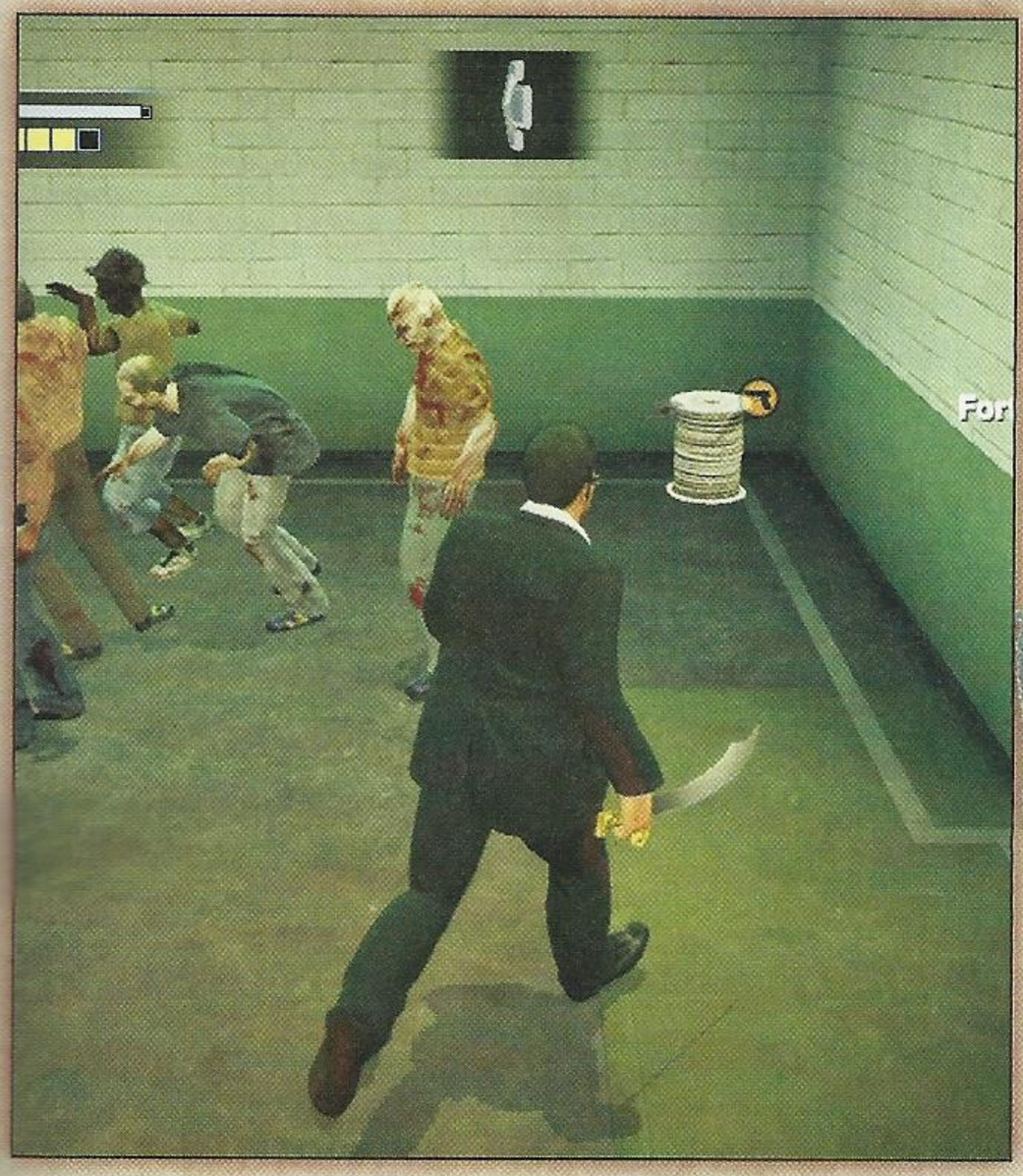


Back at the safe house, the survivors get a shocking confession from a now-conscious TK: he was hardly the mastermind of the Fortune City outbreak. "Brandon was only a name they gave me," he says, "just someone to take the fall."

Rebecca agrees, saying that TK does not have the resources to make the gas that is filling the city. The survivors have little time to dwell on the conspiracy, as zombies suddenly appear outside of the security office. The safe house has been breached!

CASE 7-4: BREACH

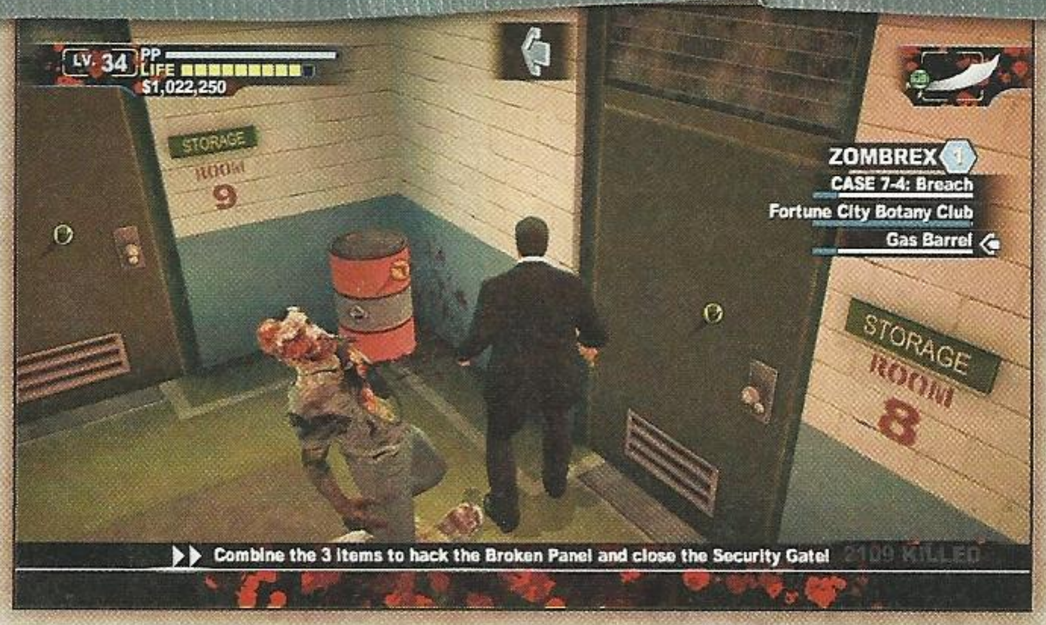




The zombies have broken into the safe house! Looking at the door panel, Frank realizes he must hotwire the door shut.

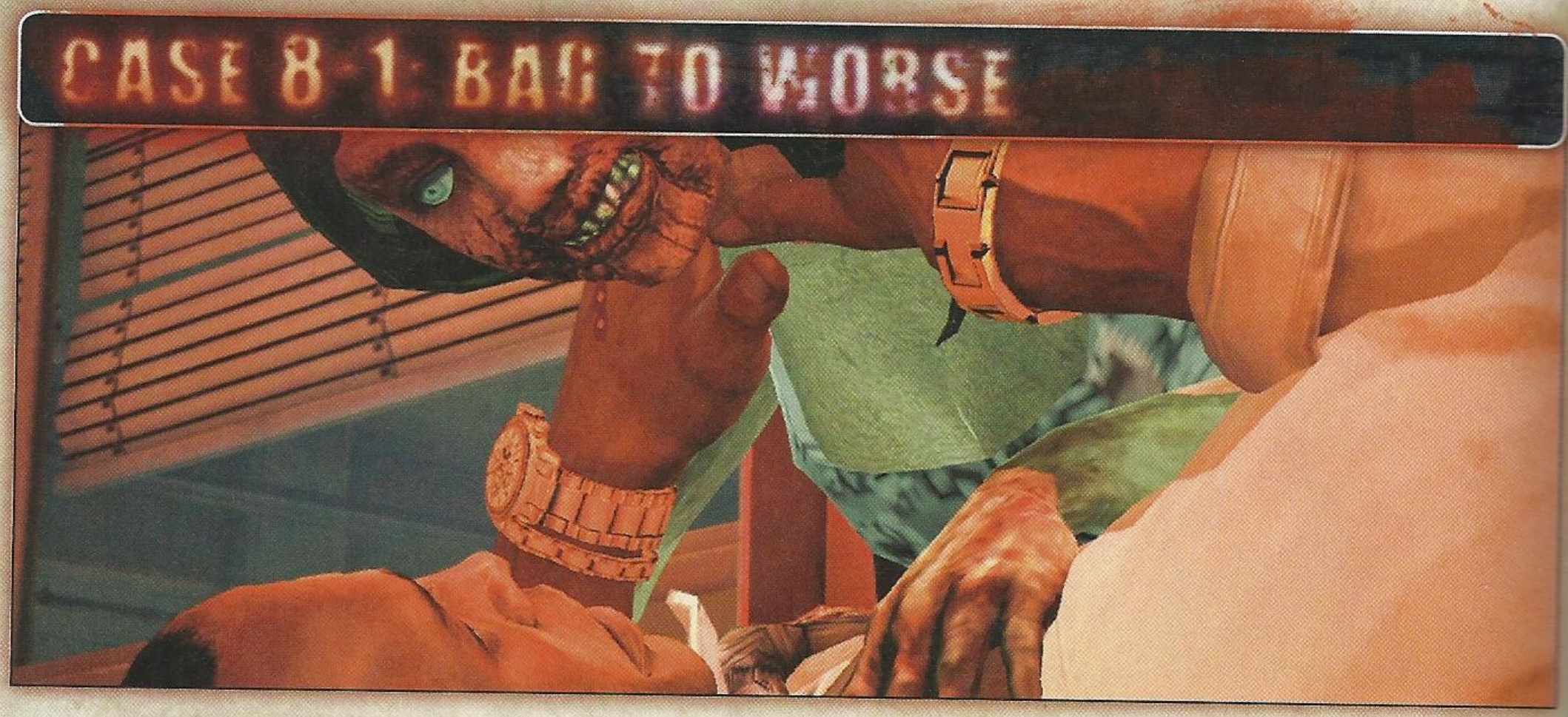
Throughout the safe house, there are three unique items that are necessary for closing the door: a generator, a spool of wire, and a gas barrel. Simply follow the guide arrows to locate each one, taking them back to the door panel one at a time.

Once Frank has collected all three items, hack the panel by repeatedly pressing the indicated button. Thanks to Frank, the safe house is once again secured.



YOU'RE ON YOUR OWN!

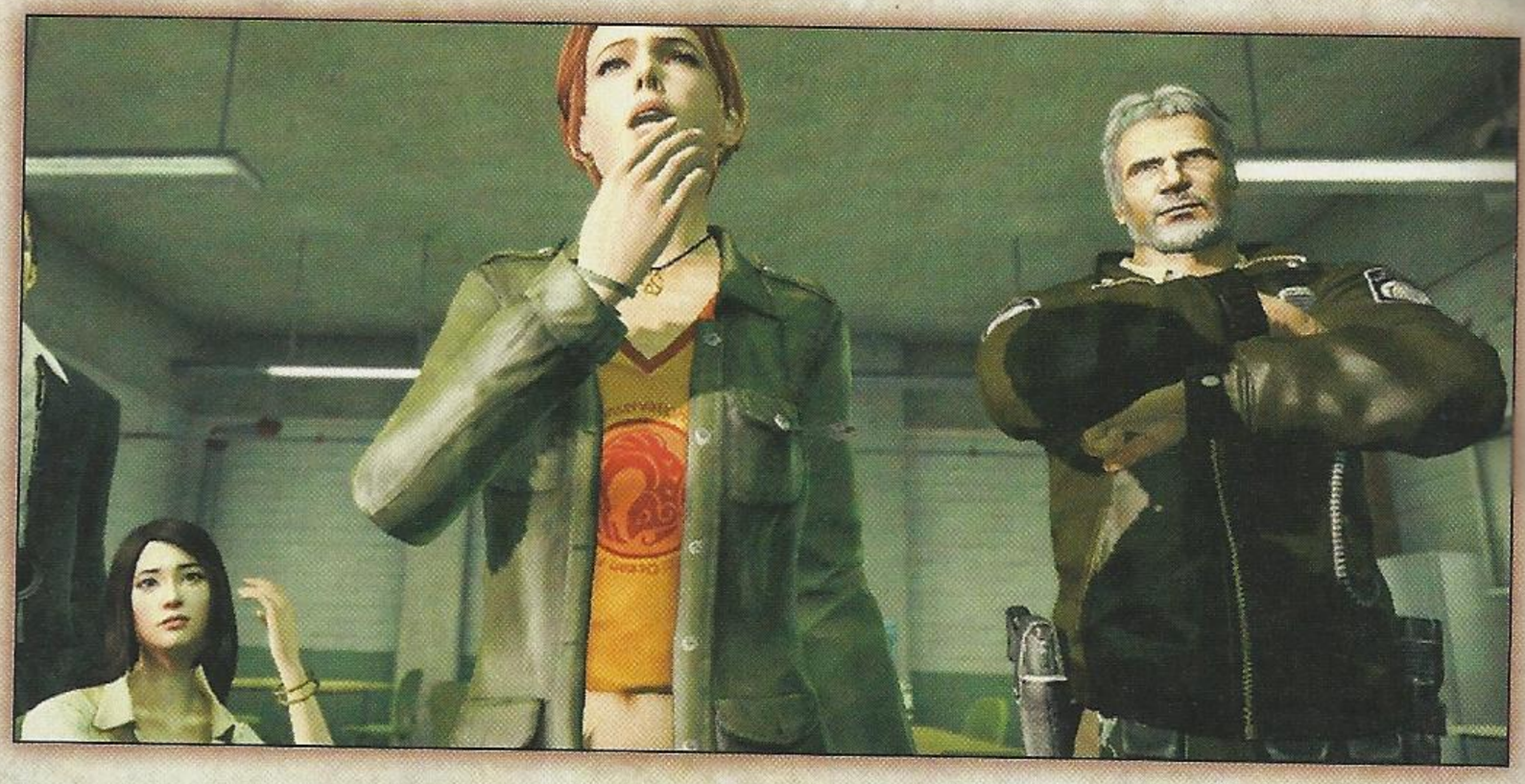
Don't worry about defending the survivors from zombies — they can take care of themselves. Focus on getting the door closed.



In the aftermath of the safe house invasion, Stacey points out that Sullivan, the man in charge of security, is conspicuously absent. As Frank searches for him, he runs into a freed TK being bitten by a zombie. Using a nearby fire extinguisher, Frank kills the ghoul. But the damage has already been done. "Welcome to the club," Frank says sarcastically.

Sullivan appears weak from being knocked out by TK. He says that while TK may have gotten the better of him this time, it won't happen again.

Meanwhile, a scared TK begs Frank to find him some Zombrex. "I'm your story," he says to the intrepid journalist. It's only a matter of time before his infection makes him turn...



Watching the news, the survivors are shocked to hear that the military reported an empty safe house upon inspection. With the city clear, the news report confirms that the military is now planning to firebomb the entire city!

Rebecca continues discussing her theories about the outbreak. Who would have the influence to plant a news story on television?

Going with their only lead, Frank heads out to investigate the gas coming from underground. Stacey is rightfully worried. Rebecca, injured leg and all, pleads to follow along. Sullivan says that going down to the tunnels is utter suicide.

But Frank realizes, like he did back in Willamette, that this is bigger than the story now. This is about the truth.

CASE 8-2: THE ONLY LEAD

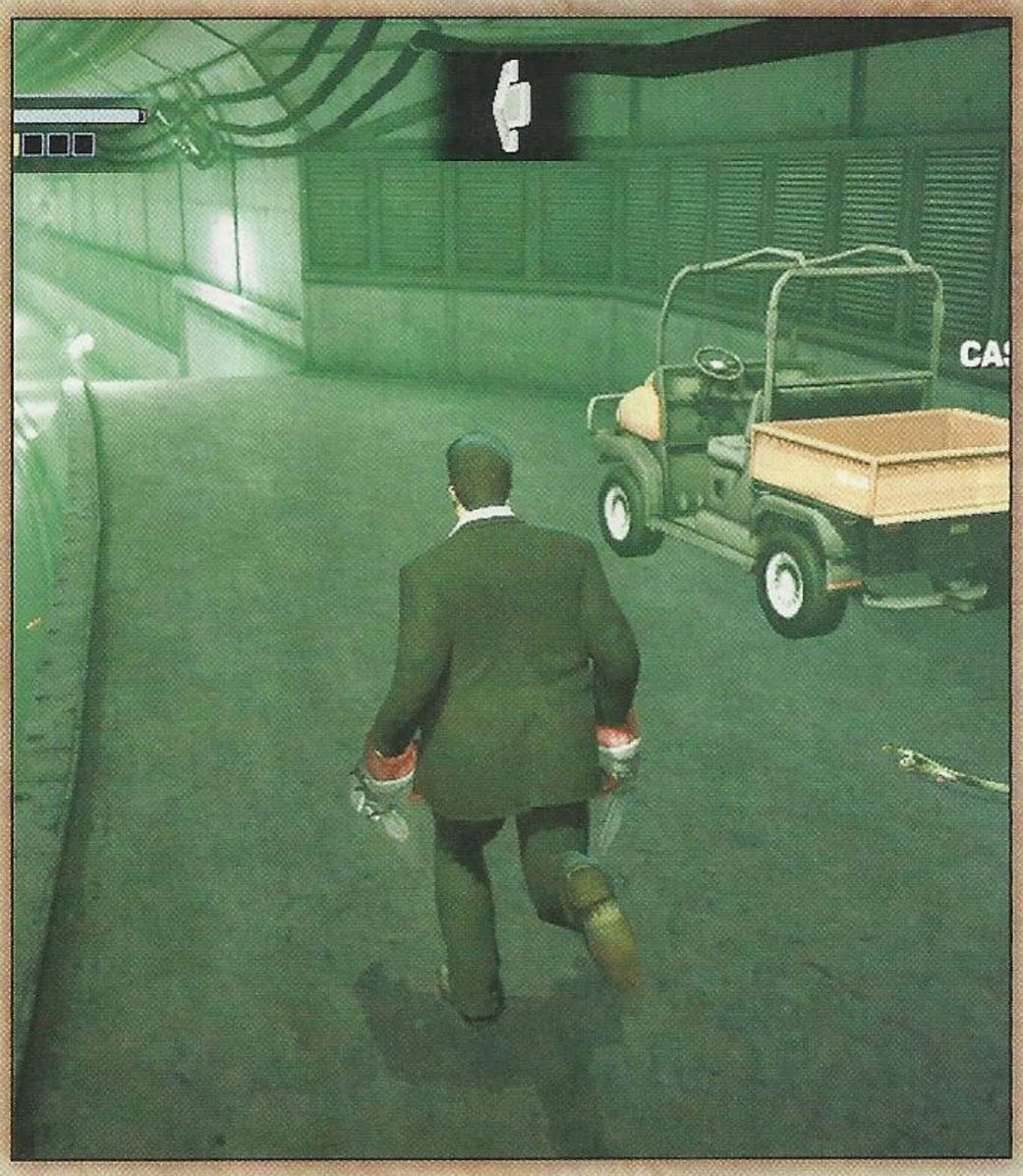


With nothing left to go on, Frank decides to search for the source of the gas in Fortune City's underground tunnels.

As he exits the safe house, make a Spiked Bat at the Maintenance Room. Then, assemble a pair of Knife Gloves by combining the boxing gloves from The Man's Sport and the Bowie knife from atop Yesterday, Today & Tomorrow. These two combo weapons are solid options for the battles to come.

Having leveled up throughout the adventure, Frank should now have enough inventory slots to carry three orange juices or coffee creamers without sacrificing potential weapon slots. Since Frank can find food later in the Case File, this should be more than satisfactory.

Equipped and ready to go, take Frank through the underground access door in Royal Flush Plaza and down the ladder into the underground tunnels.



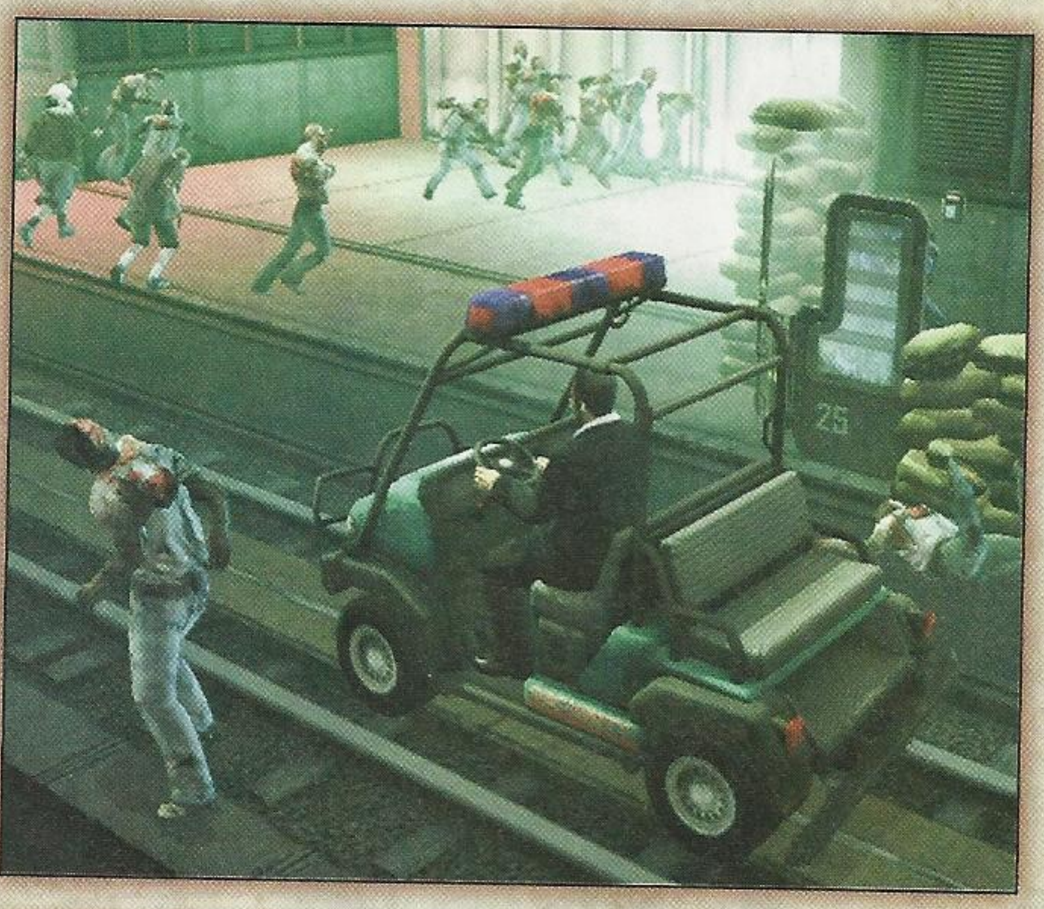
Underground, Frank has access to a convenient 2x4 to his right. Using a vehicle goes a long way in making sure Frank reaches the targeted location quickly and safely. With a deadly combination of gas zombies and mercenaries, traversing the underground tunnels on foot is a last resort at best.

As with all other vehicles, the 2x4 has a finite number of zombie kills before breaking down. Therefore, Frank is much better off avoiding zombies while driving than intentionally killing them.

SMOG CHECK

Whenever Frank's 4x4 starts to emit smoke, it's time to start looking for a replacement vehicle. Get out and hop into one of the many extra 4x4s along the way.





Eventually, the zombies within the tunnel start heading off in one direction. Follow them to a large door, heavily guarded by mercenaries. In order to open it, Frank must reach the panel just to the right of the door. Make short work of the mercenaries behind the enclosed barrier and interact with the door panel.

As Frank walks through, he sees a strange oscillating device hanging from the ceiling. Suddenly, a high-pitched noise sounds throughout the room. As Frank recoils in pain, the heads of nearby zombies burst open, revealing the queens that lay hidden within. Seemingly attracted to the hanging device, they fly one by one inside it.

Just as Frank's about to put the pieces together, he's spotted by a group of mercenaries. Back in action, look to the left and jump up to the upper walkway. This area offers cover and gives Frank an opportunity to refill on food and weapons.

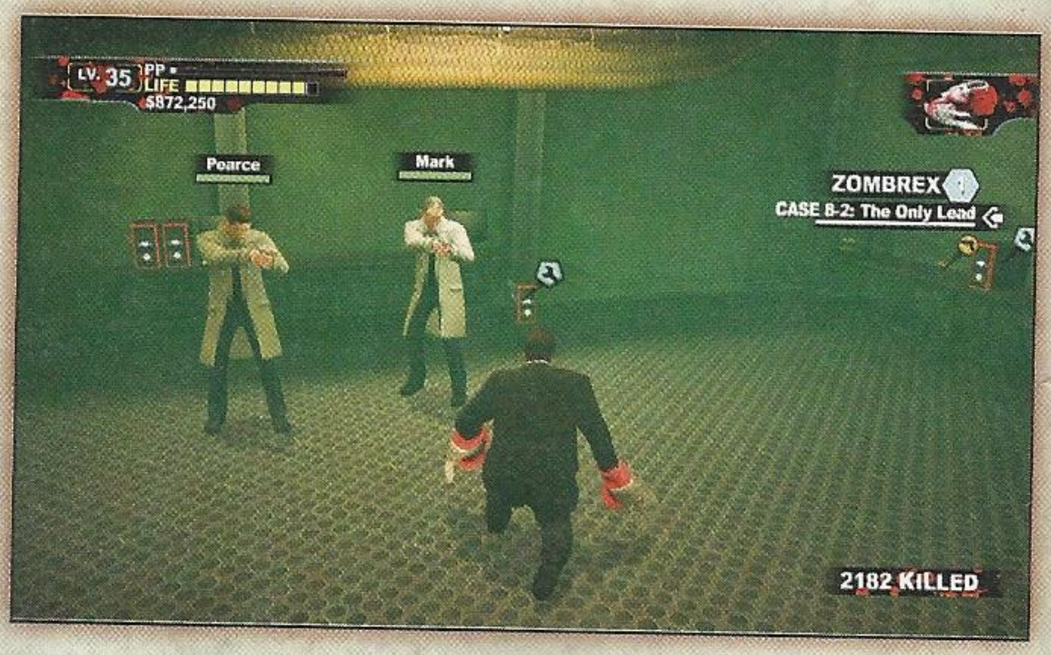


When ready, continue moving along the walkway up toward the mercenaries. There isn't much Frank can do to avoid their fire—simply move in and dispatch the group as quickly as possible. Refill any lost health with the food in the upper area, then continue on into the back passageway to examine the door panel at the end.

Frank walks in on two scientists having a conversation. The men talk about a successful queen harvest, one that's going just as predicted. As they report their findings over a satellite phone, they spot Frank and pull their pistols out.

Caught off guard in a two-on-one situation, Frank is likely to take some unpreventable damage from these pesky lab coats. However, with the scientists' weak pistols, Frank should have no problem putting both foes to rest in a hurry.

Looking at the laptop on the table, Frank discovers that the scientists were working for Phenotrans, the company that makes Zombrex! With laptop and phone in hand, Frank heads back to the safe house to alert the others.



CASE 8-3: WHAT LIES BENEATH



With the information to break the mystery of the outbreak, Frank must get back to the safe house to let the others know.

Before he returns, there are a few weapons that Frank needs to obtain if he is to be successful in his next challenge. Pick up and equip the Blast Frequency Gun before leaving the lab room. Take the nearby elevator leading back to the Palisades Mall.

Exiting the elevator, Frank immediately encounters three gas zombies. Try out the newly acquired weapon on these foes, and watch as they instantly fall in death. While this weapon can only knock down regular zombies, a quick modification can change that. The nearby Maintenance Room contains an amplifier, which Frank can combine with the Blast Frequency Gun to create the Super B.F.G. It's only equipped with 15 rounds, but the gun obliterates any and all zombies in the way.

Head upstairs to the High-Noon Shooting Range, and take all three sniper rifles. Take Linette's shortcut to make a quick trip back to Royal Flush Plaza and the safe house.



ZOMBREX

If Frank is out of Zombrex, visit the nearby pawnshop on the second floor of the Palisades Mall. Pick up another dose; at this point in the story, $100,000 is chump change.

Back at the safe house, Frank reveals to the survivors that it was in fact Phenotrans that was behind the outbreak. Sullivan is still skeptical, but Rebecca makes a quick analysis of the info on the laptop.

She says it's been years since the last zombie outbreak, and Zombrex is not selling like it used to. But now with another outbreak that even the military can't contain, people are going to line up at every pharmacy in the country to buy the medicine!

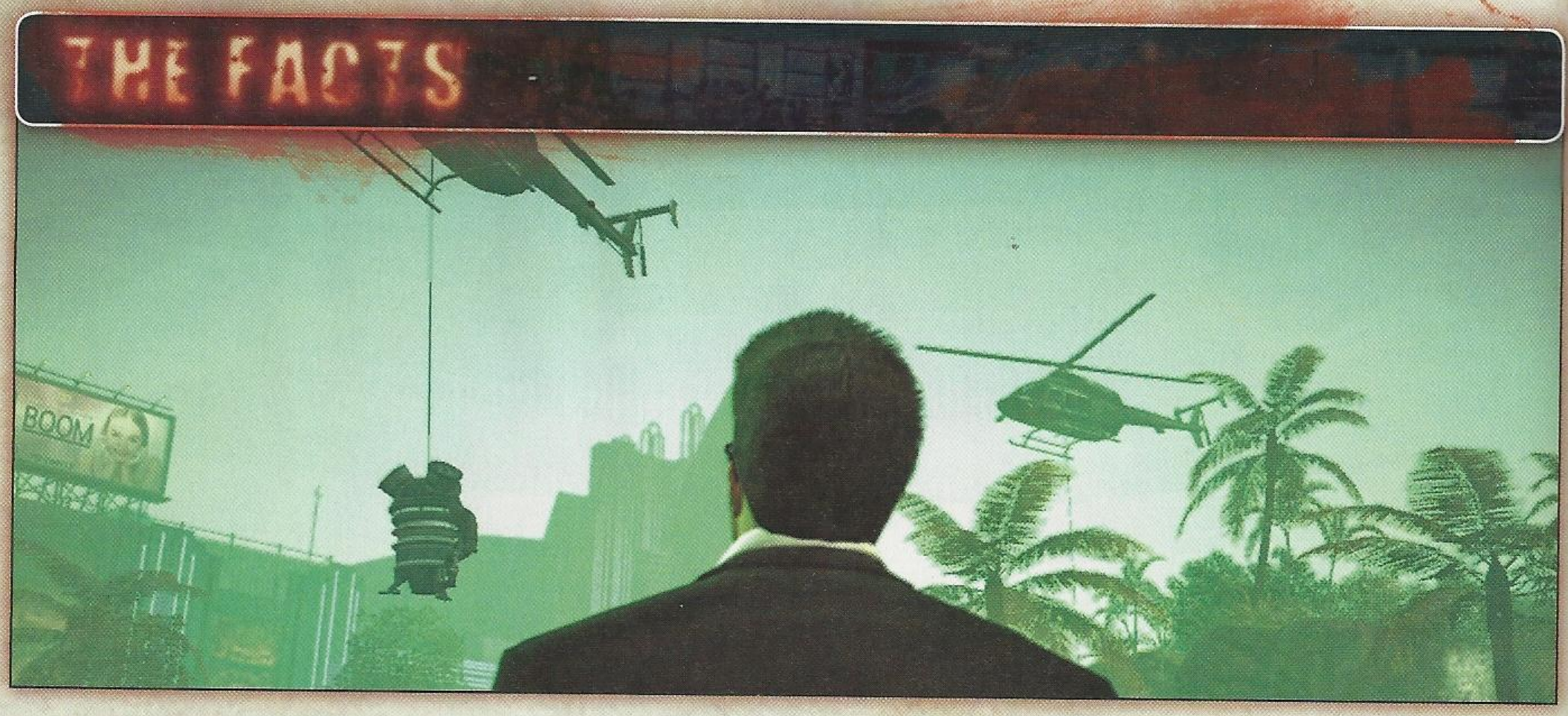
Frank hands Rebecca the phone so that she can call her television station. It's time for the whole world to know the truth. But just as she's about dial the number, a gunshot rings out in the room. Rebecca's been shot!

As she falls to the floor, Stacey flashes the pistol from Sullivan's holster. She lets off another shot, this time in Sullivan's abdomen. Stacey thanks Frank for dealing with Brandon and a backstabbing TK, and she would like to show her gratitude with a bullet...

But Sullivan is still alive. In one last desperate move, he tries to restrain Stacey. She's quick to act, firing a fatal shot at the security guard. Frank seizes the opportunity to kick the gun away and tackle Stacey, but she escapes when Frank pulls and rips off a fake wig.



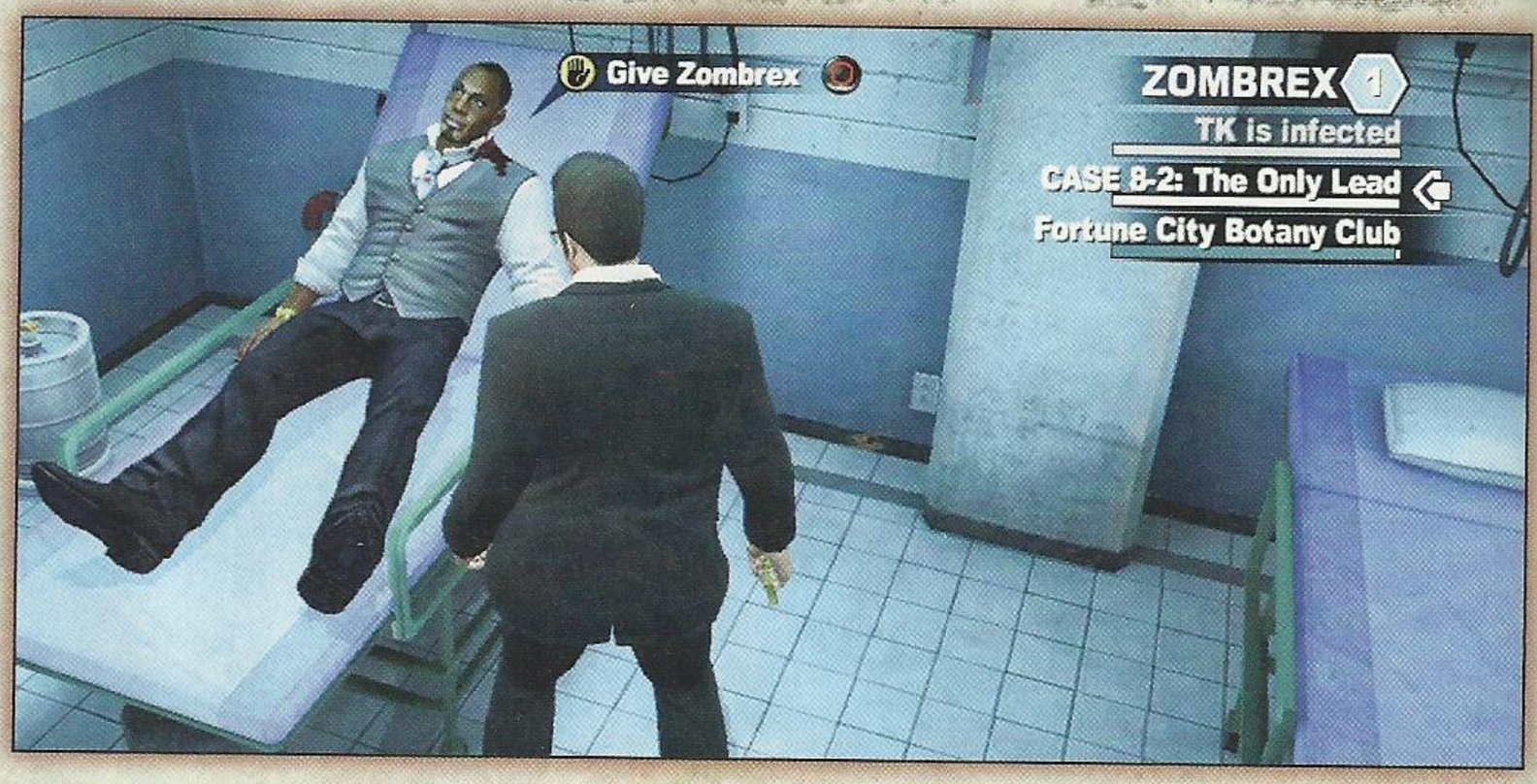
She's gone for now, but there's a large operation starting up in Fortune City Park. Frank heads out to investigate.



Phenotrans is ramping up their harvest of queens, and Frank is the only one who can stop them. Refill Frank's inventory with food, and head out to Fortune City Park. Beware of mercenaries in Royal Flush Plaza, and stay on the move to avoid their gunfire.

TK IS INFECTED

A zombie has bitten TK, and it's only a matter of time before TK becomes undead himself. Although Frank may not like it, finding and administering a dose of Zombrex is the only way to get the best ending and extend the storyline into Overtime! Enter the medical bay before chasing after Stacey, and administer the dose that Frank recently purchased.

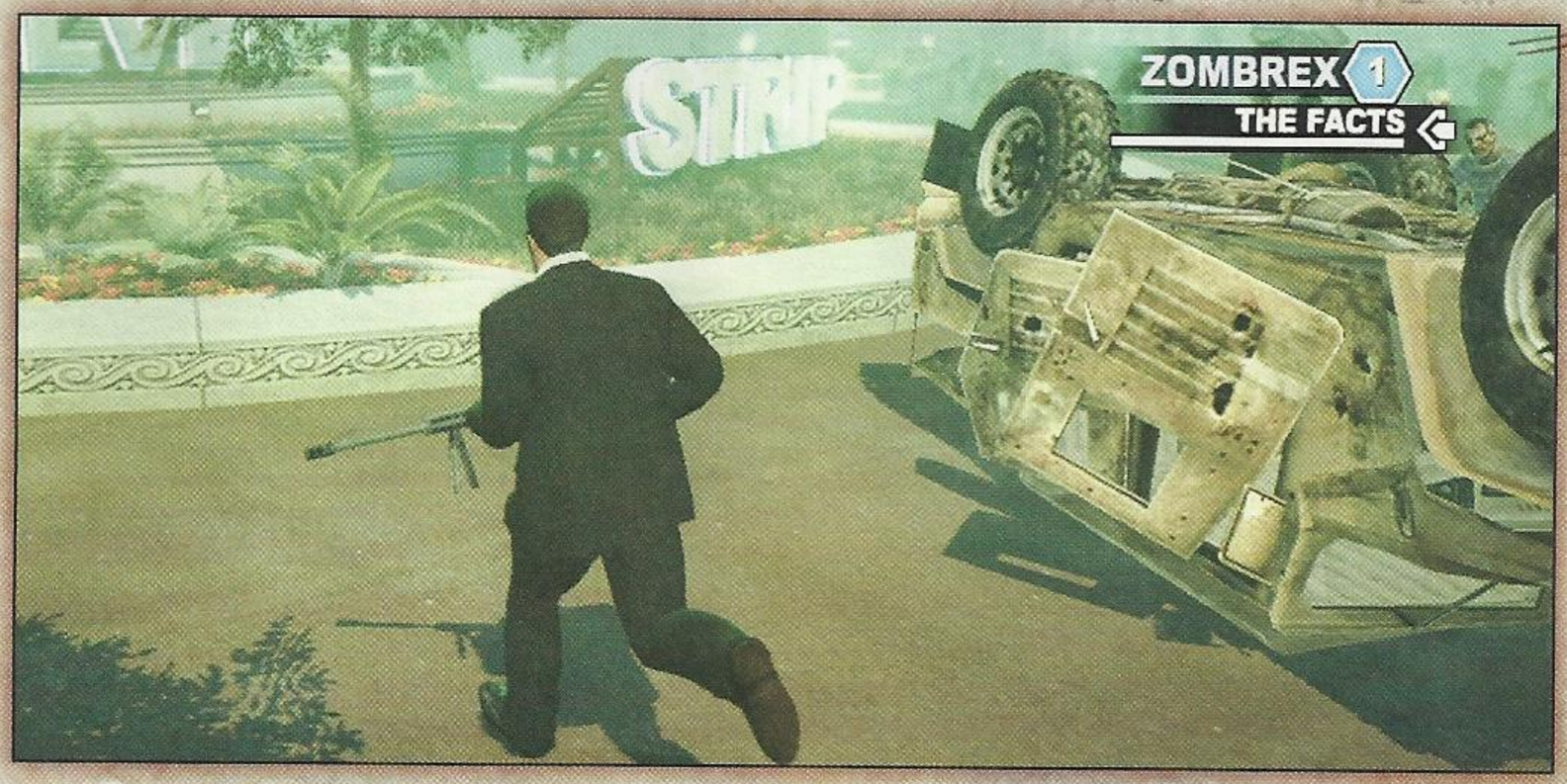


TO SAVE OR NOT TO SAVE

There are a total of six possible outcomes to Frank's adventure. Of those outcomes, one ending involves defeating Stacey without giving TK his Zombrex.

HARVESTERS

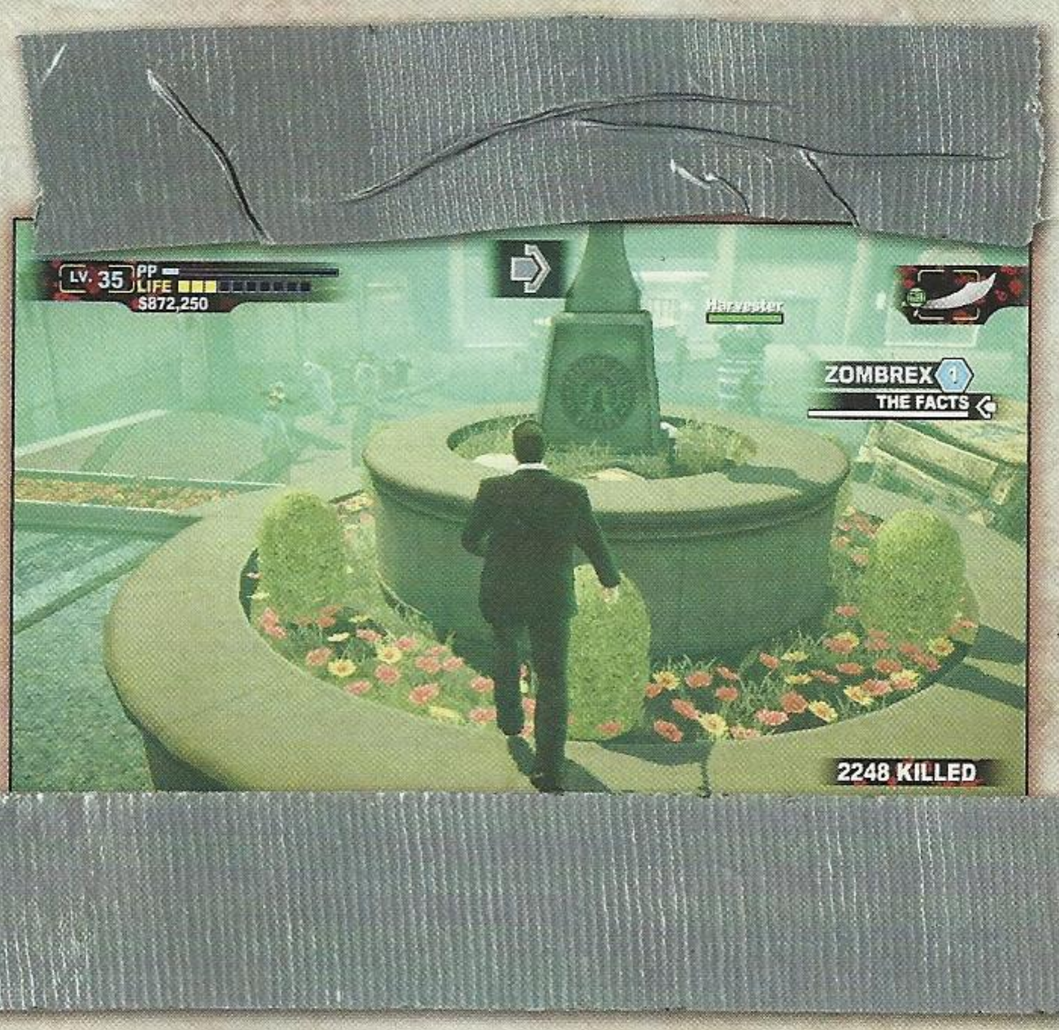
Phenotrans helicopters descend upon the city, lowering numerous harvesters to collect more queens.

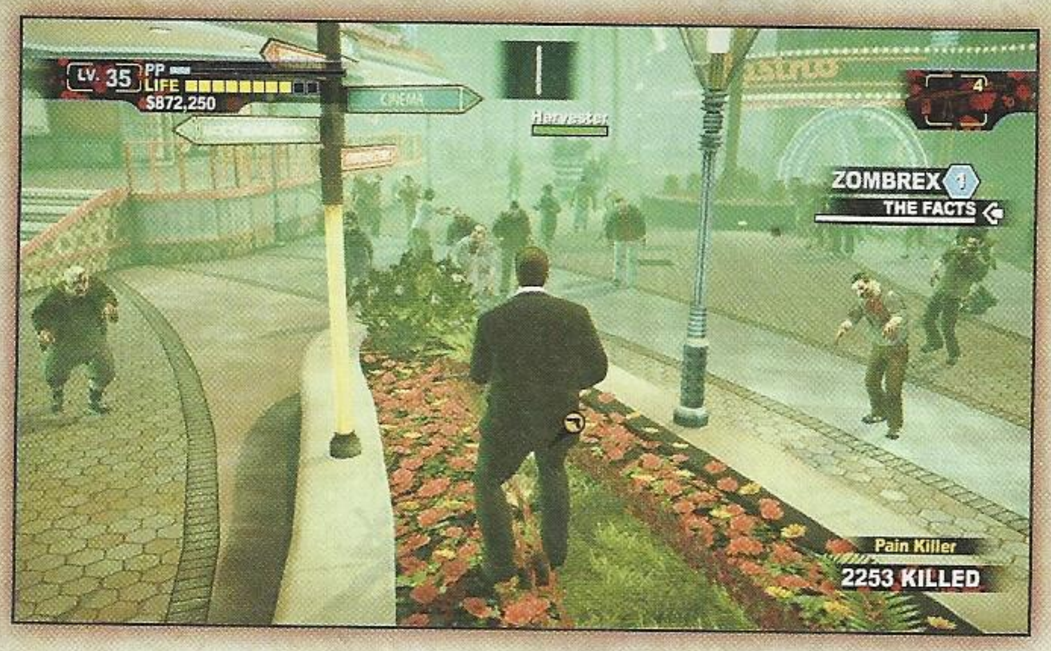




To take out each harvester, Frank must first eliminate the mercenaries who stand guard. Using the sniper rifles collected earlier, take out these Phenotrans cronies from a safe distance. Make sure to stay clear of incoming zombies when scoping in, using the nearby terrain to best avoid a damaging grab. Once you've defeated the mercenaries, move in with a melee weapon to finish off the harvesters. The Laser Sword's long reach makes it an ideal weapon for dealing damage to the harvester and nearby zombies at the same time.

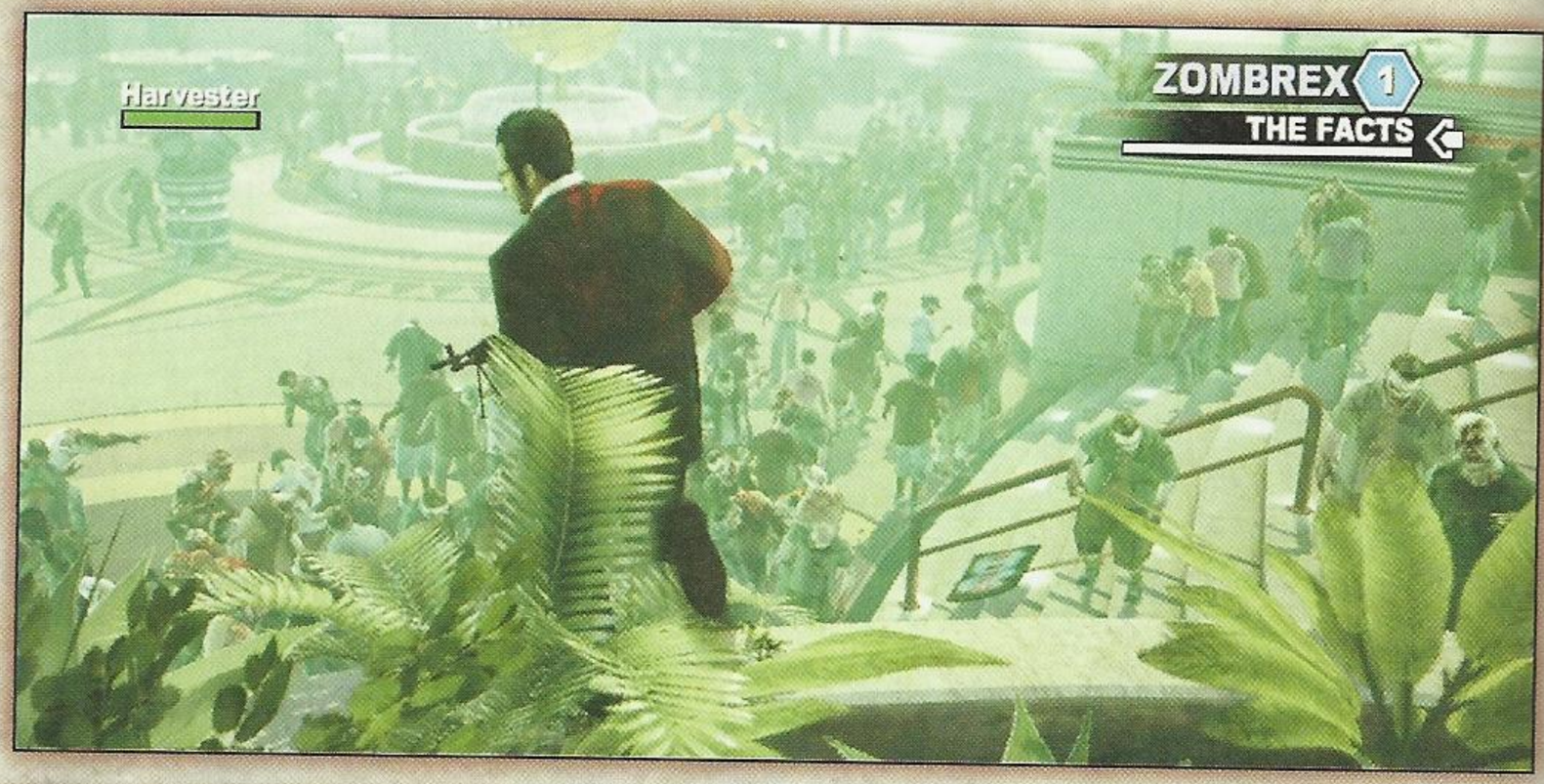
For the first harvester, use the area near the Silver Strip sign for cover. Jump into the fenced-off areas in Fortune City Park when clearing the second and third harvesters.





Climb up to the fountain near the fourth harvester, where Frank can get a close shot of the mercenaries without being seen.

There isn't much protection attacking the fifth harvester on the Platinum Strip, but climb up to the middle island to boost Frank a level above the general zombie horde.





The plants area on the left provides the perfect post when approaching the sixth harvester located outside of Fortune City Arena.

The seventh harvester is located in the middle of the Silver Strip. Equip the Super B.F.G. to clear the way, and quickly move in to destroy this exposed piece of equipment.

FOR THE ROAD

With only one harvester left to destroy, it's time to plan for the final battle. Head into Pub O' Gold and mix together three or four pain killers, combining two beers, vodkas, or whiskeys.

The final harvester is located near the ramp to the underground tunnel. Move along the patio area of Luaii Wauwii to get close and eliminate the last mercenaries.

Stacey checks in on the harvesting operation through a walkie-talkie. Frank responds, telling her the bad news and saying that he's coming for her. She's all game, inviting Frank for a ride in the Uranus Zone.

PSYCHOPATH BATTLE: STACEY FORSYTHE





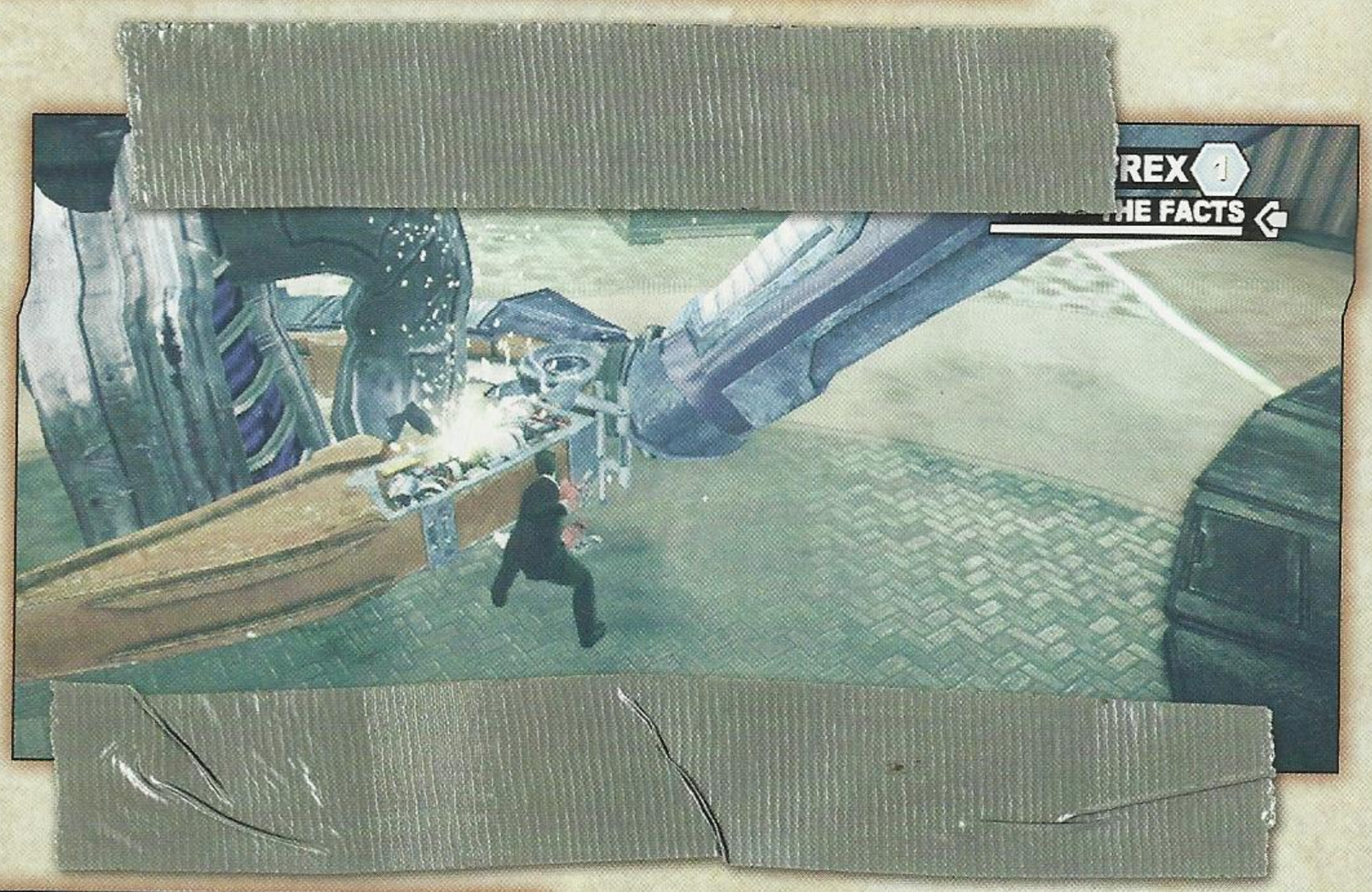
In the Uranus Zone, Frank finally confronts the real Stacey Forsythe. Stacey infiltrated CURE as a Phenotrans plant, taking advantage of the group's easily exploited stance on zombie rights. It was the perfect cover to start the zombie outbreak.

Frank accuses her of destroying lives, making money off the deaths of thousands. But Stacey is undeterred, saying that Phenotrans is in the business of saving lives with Zombrex and that the company has to obtain queens to make it. Not in the mood to discuss details, she directs a giant robotic arm in Frank's direction as he narrowly dives away.

Stacey's little toy is anything but insignificant, requiring a variety of strategies in order to take it out.



In its first iteration, Frank has to evade and wear down the robot's powerful hands. When the hands strike the ground and come to a stop, attack the upper area to expose the inner mechanism. Continue attacking this weak point to gradually lower the robot's health.

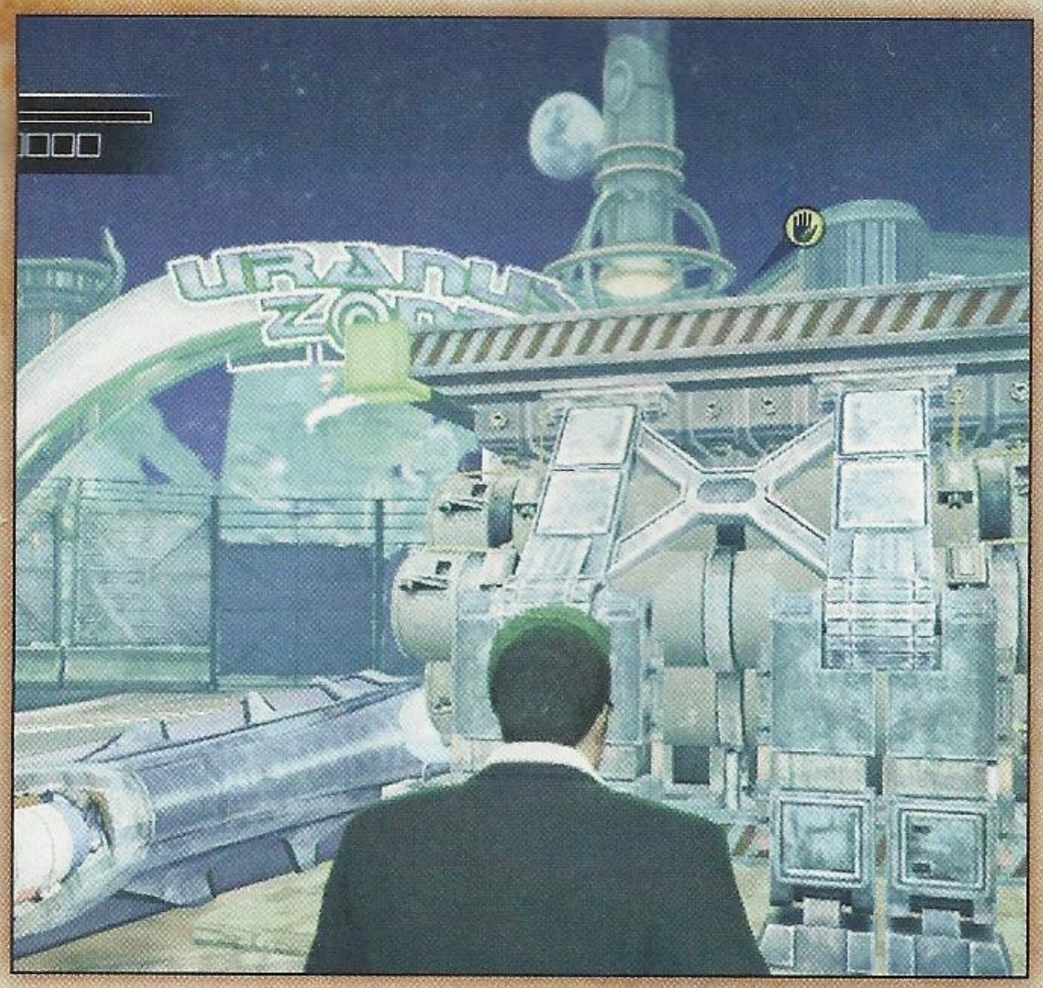




The robot has a variety of slam moves, which can come from up high and from the sides. In general, stay clear of the middle area until the hands have come to a stop, and then move in for the attack.

Stacey's secondary attack is a group of rockets, which rains down across the fighting area. Watch and listen for them, timing dodge rolls as they come down to avoid damage.

Once the first health bar is depleted, the bulky hands break off into agile claws. The claws attack in a three-strike pattern, sticking and stopping on the third drop. This predictable pattern makes it easy to know when and where to move in to destroy the claws.



In addition to launching rockets, Stacey now grabs large crates to throw at Frank. Execute a dodge roll to elude these troublesome boxes. Should Frank require them, he can collect weapons and food from the debris of these crates.

Once Frank has destroyed the claws, they fall off and expose racks on both sides of the fighting area. Climb the broken arms and jump up to activate them. This action sets off rockets that bring down the head of the robot. Jump over to the stunned Stacey to fight her. Match the button sequence correctly, and Stacey's health bar starts to deplete.





There is a cooldown period for each rack, so take cover in the back container until the indicators on the racks turn green. Bring down the head and attack Stacey until she is finally defeated.

With one last punch, Frank knocks the traitor out and off of the robot head. While he lets out a big sigh of relief, Frank is surprised when Stacey suddenly climbs back up, pulling him down by his camera. Unleashing a volley of punches, Stacey stuns Frank on the ground.

Calling in an extraction for Agent S, Stacey points her pistol at Frank. Just as she's about to pull the trigger, the robot head above starts to rattle. Frank wiggles free and dives away just in time, but Stacey isn't so fortunate.

HOW IT ALL ENDS

If Frank administered Zombrex to TK, prepare for Overtime!

The ending here differs depending on whether Frank administered Zombrex to TK or not. For full info on ending requirements, turn to page 139.

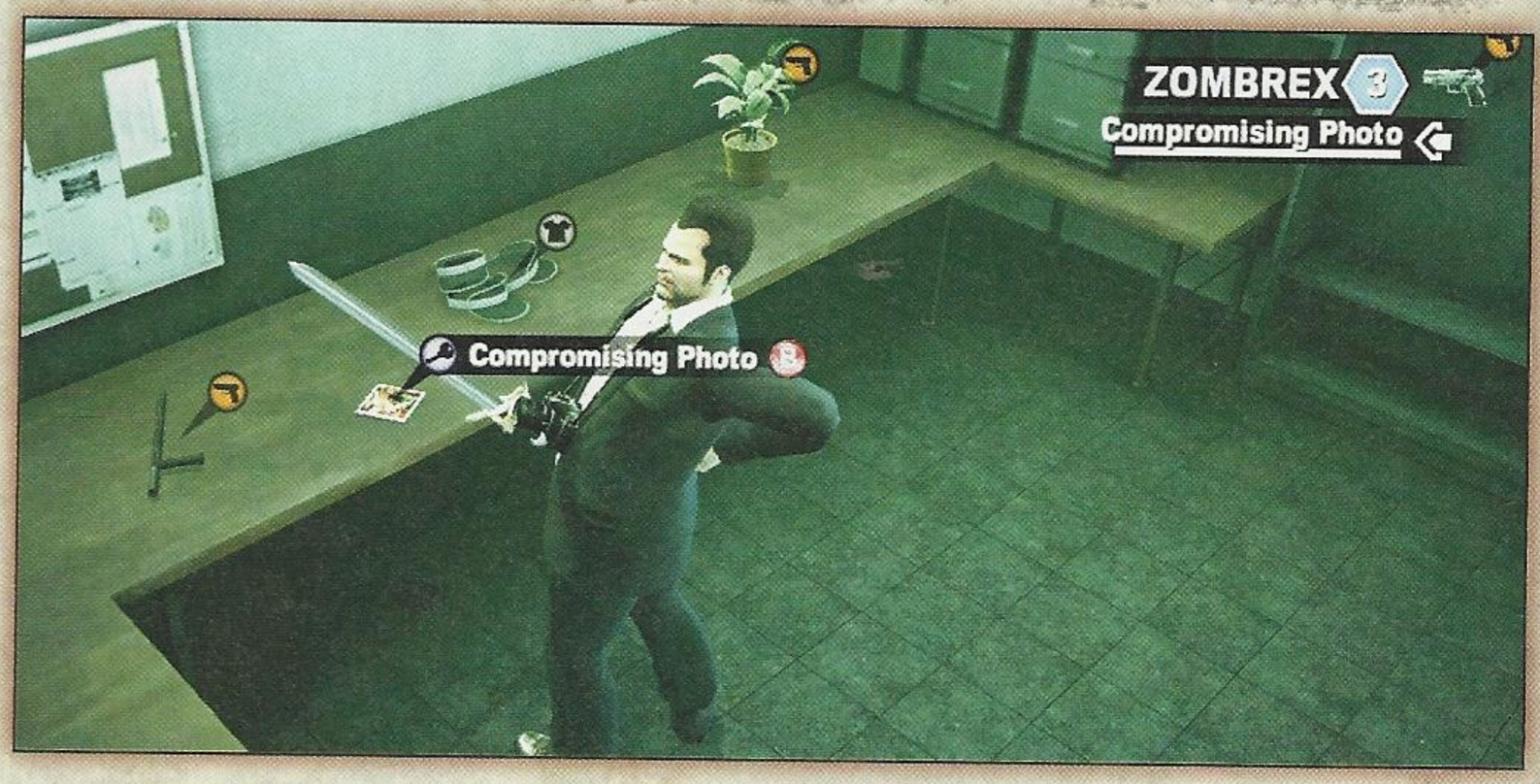


As Frank escorts survivors onto the rescue helicopters, he notices that TK is nowhere to be found. Back down in the safe house, he finds that not only is TK gone, but Rebecca is also missing.

TK's voice suddenly comes through the walkie-talkie on the counter. Rebecca's alive, and he's once again holding her for ransom. If Frank ever wants to see Rebecca alive again, he has to not only retrieve medical supplies, but he also must gather some other special items for TK.

SEVEN ITEMS FOR TK

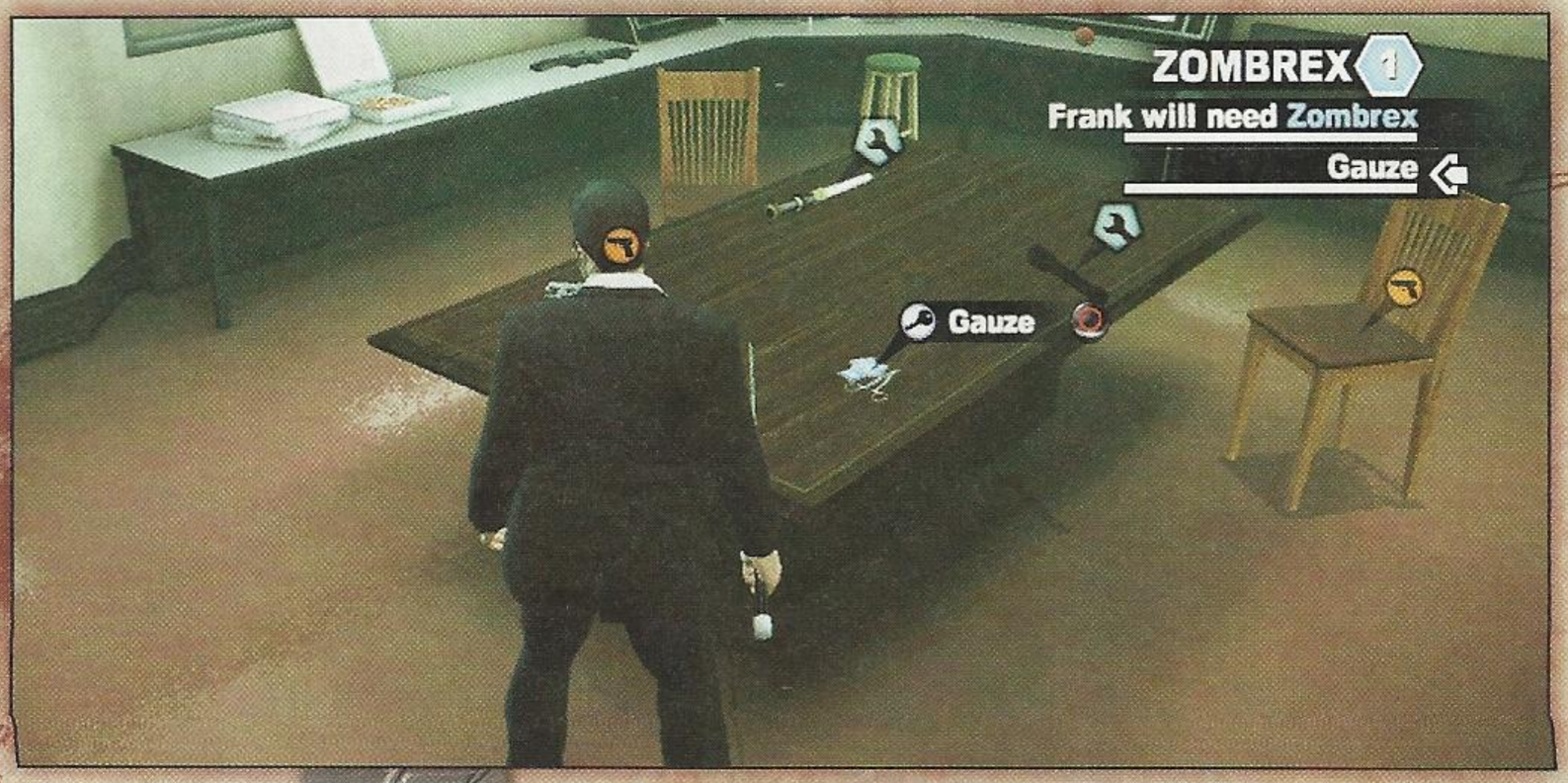
To collect the six items in the most efficient way, Frank should obtain them in a different order from the list on the message screen.





Start with the Compromising Photo, which is found in the security room in the Americana Casino.

Pain killers for Rebecca are next, which Frank can find in Roy's Mart at Royal Flush Plaza. Watch out for the two gas zombies waiting in the pharmacy! Pick up the pain killers, and collect some orange juice for the journey ahead.



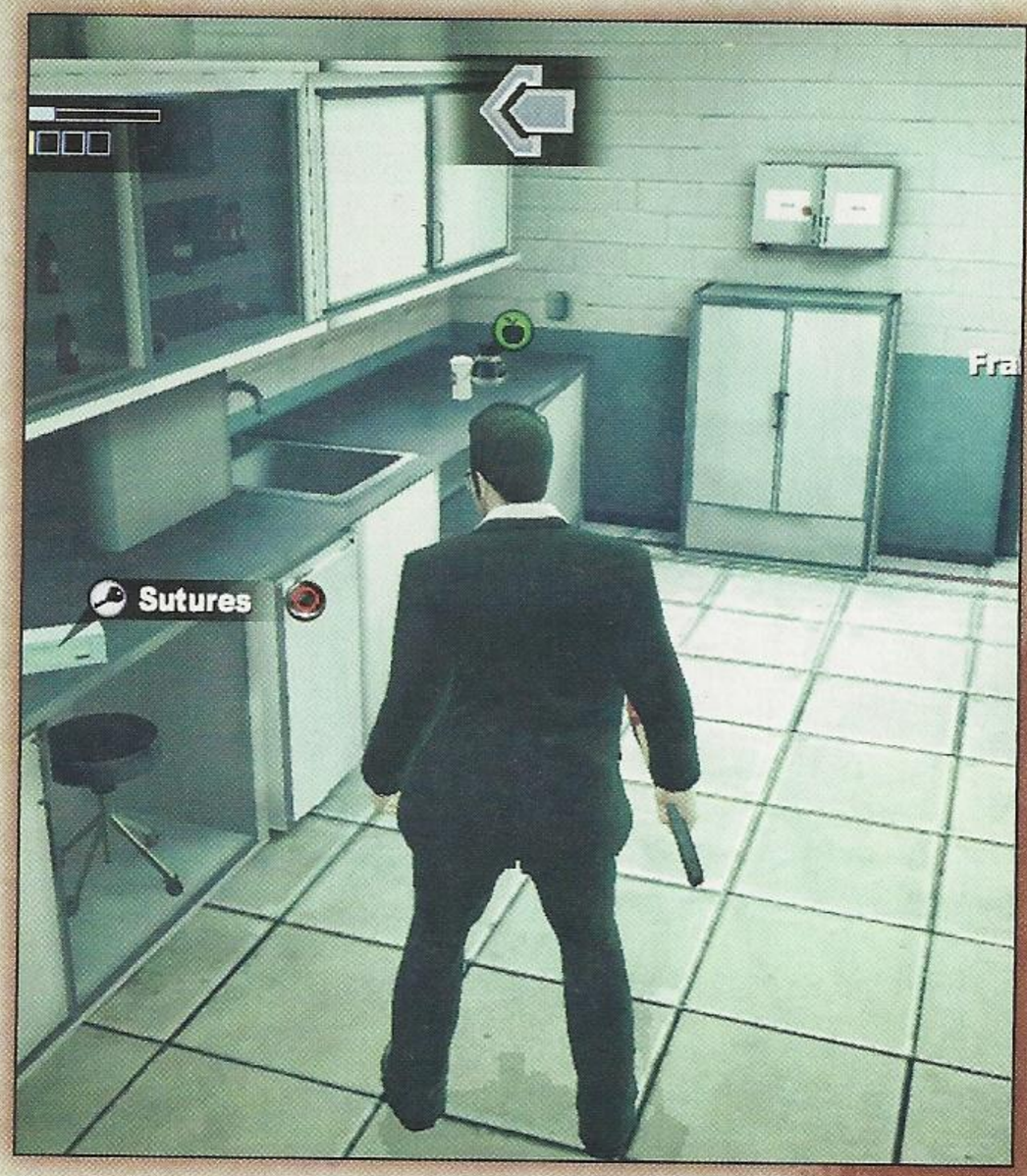
Frank can collect Gauze to stop Rebecca's bleeding in Slot Ranch Casino. It's located in the security room inside the vault area.



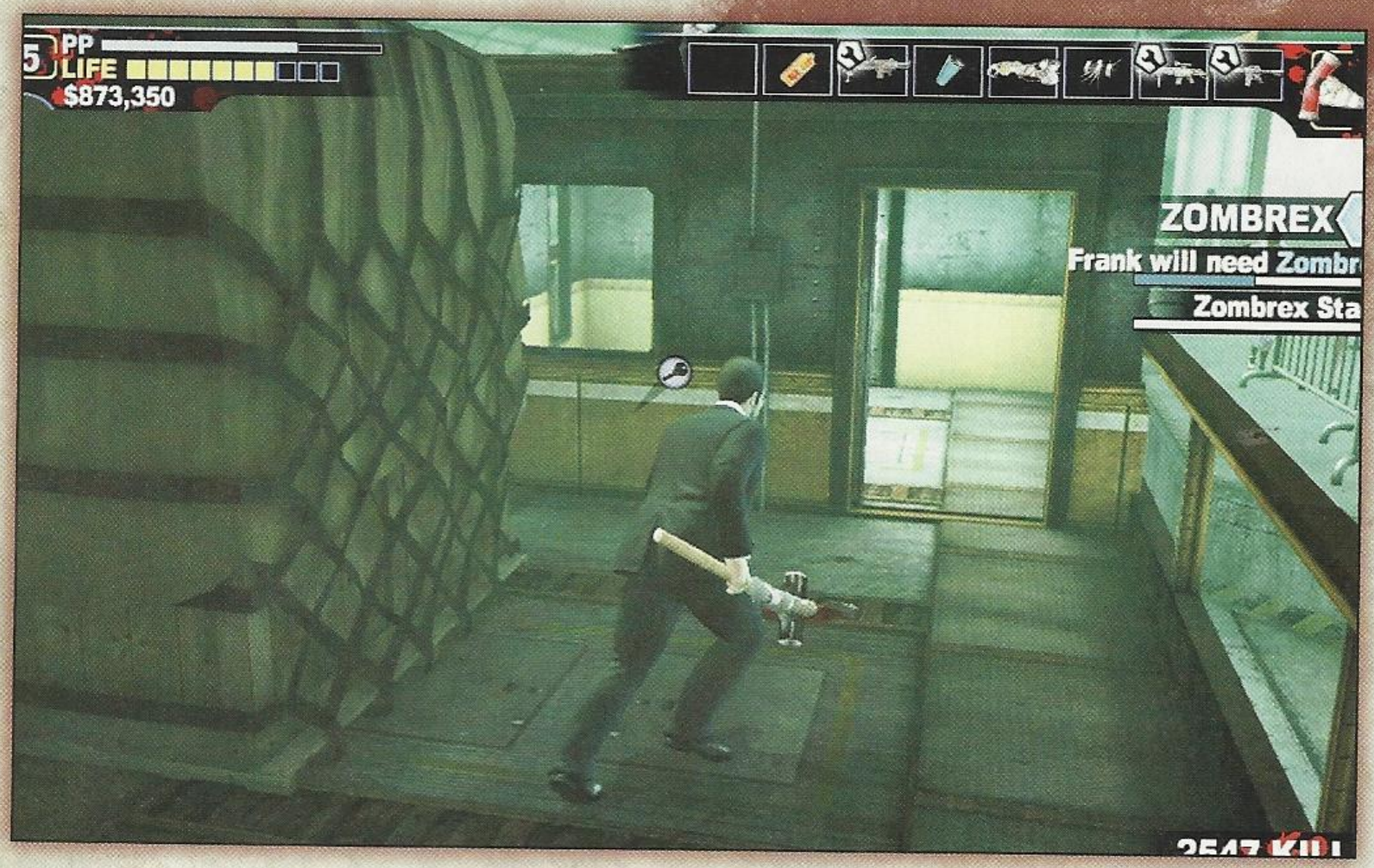
Head out the doors and onto the Silver Strip, where the Expensive Champagne awaits in the Pub O' Gold.

Access the alleyway through the Hot Excitorama back door to quickly reach the Palisades Mall. Once inside, head upstairs to locate a package of Men's Silk Thongs on the second floor of KokoNutz Sports Town.





Grab the sutures for Rebecca in the Uranus Zone. Coming from the Atlantica Casino, the First Aid Room is on the left just as Frank enters the theme park.



Head straight across the Uranus Zone and through the service door, accessing a passageway into South Plaza. Traverse the unfinished mall to reach the section's underground access door. Down in the underground tunnels, the Zombrex Stash sits in the front car of the train. Jump onto the train from the last car and walk up to retrieve this last item.

With all of the items TK has requested, it's time to get to Fortune City Arena and confront the madman. Head back up to South Plaza and into the arena. TK is waiting through the doors at the top of the stairs.



TAKE YOUR SHOT BEFORE PLAYING!

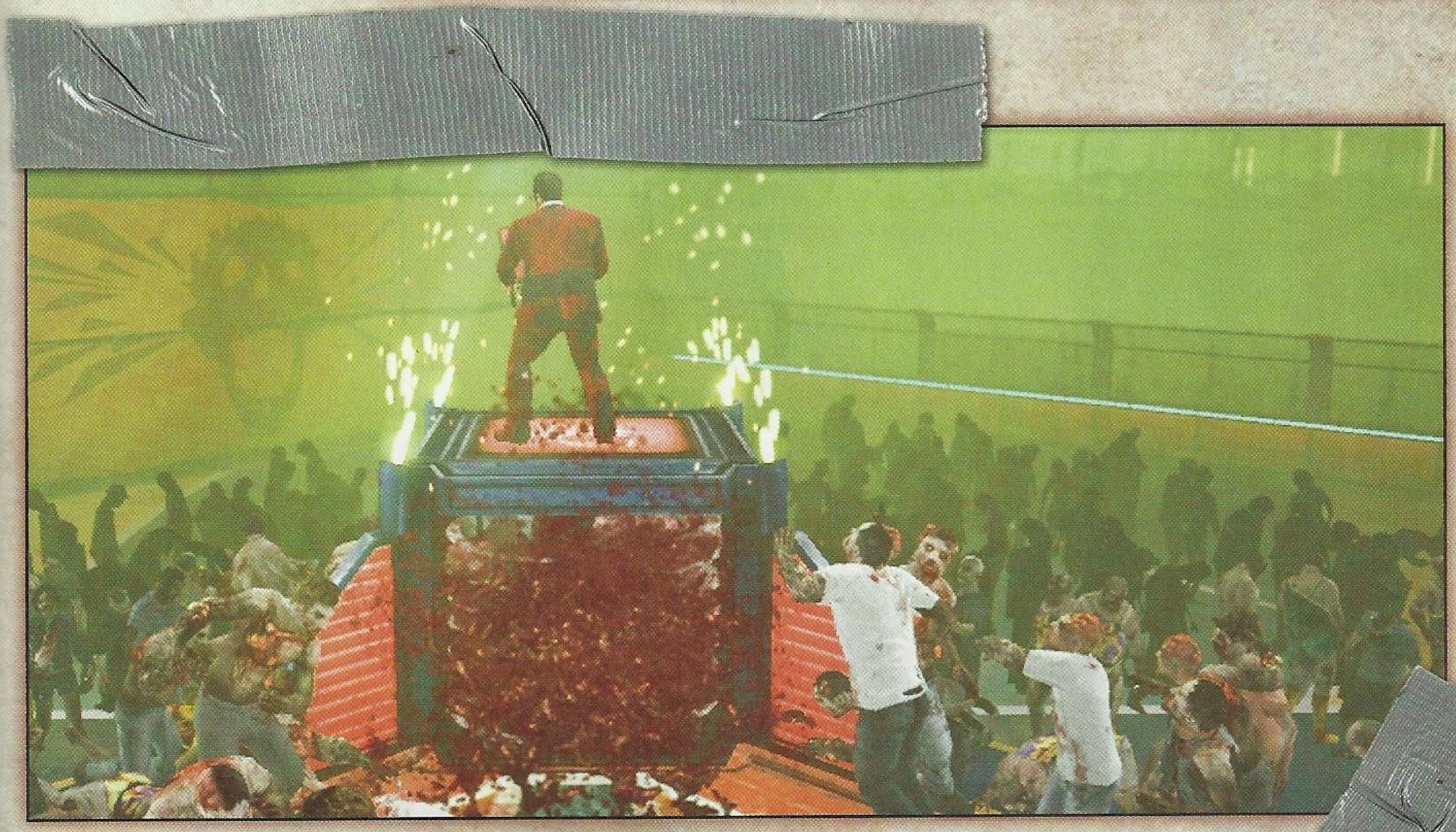
Wait until Frank has administered his final Zombrex dose before going into the arena doors. Otherwise, he is forced to stop in the middle of his ultimate battle with TK!

TIR BERUN

As Frank heads in to save Rebecca, he's ambushed by TK with a cattle prod to the back. Regaining consciousness, Frank finds himself back in the "Terror Is Reality" cage, giving what TK calls the "last ever performance of Frank West."

This is the same challenge that Frank faced in the beginning, only now he's fighting for his life.





Pick up all of the weapons and food available. Stay on the middle platform as long as possible, luring a large number of zombies up to Frank. When surrounded, jump up onto the corner platforms to activate the grinders, leaping off soon after to avoid the pyrotechnics.

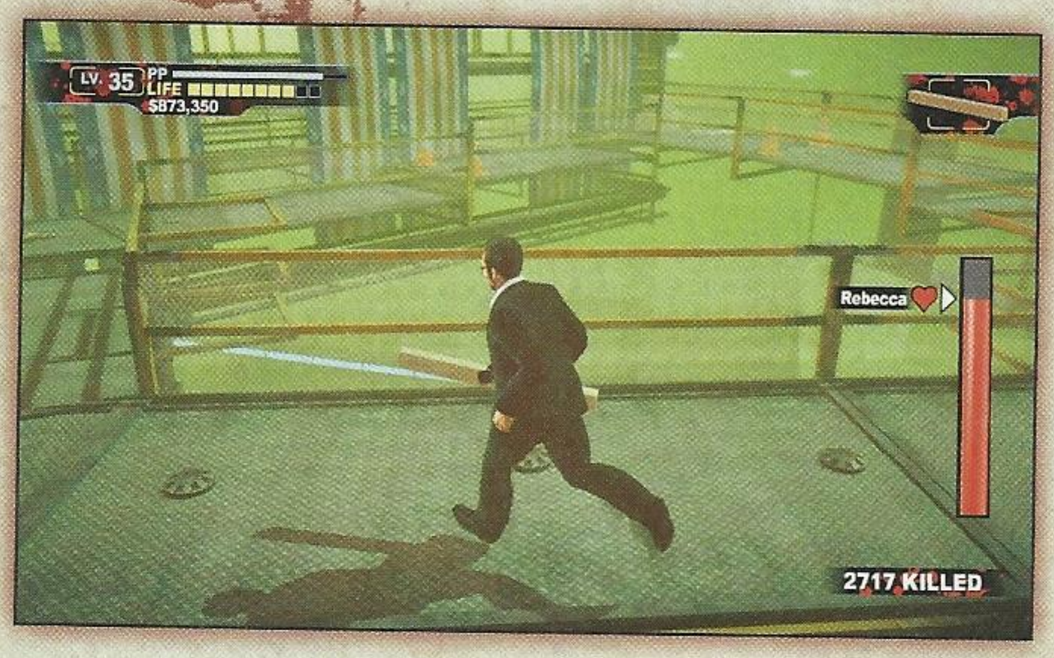
ZOMBREX
THE FACTS

PSYCHOPATH BATTLE: TK

As TK is distracted with Frank's performance, Rebecca lowers a chain to his level, rescuing Frank from the pit and transporting him for the final confrontation against the evil show host.

TK uses his microphone as a club, throwing slow yet powerful swings that can burst through Frank's chain of attacks. At distance, his gunfire is damaging enough to discourage long-range engagements.





TK's most dangerous attack is his running tackle, which he uses to pin Frank against the wall and string together club attacks. While he does feature a unique fighting style, TK as an opponent hardly stands out from previously fought psychopaths.

The real difficulty in facing him is the loss of all items in Frank's inventory, giving TK the upper hand. Frank can only use the weapons and food contained on the small platform.

Looped walkways line both sides of the platform with pyrotechnics. Should Frank decide to venture into these areas, TK sets off the fireworks that activate along Frank's direction. While it may seem like a dangerous trap, the items contained in these two locations can be vital to overcoming TK.

Two weapons that stand out for Frank are the large wrench and the lead pipe. When facing the open arena, the large wrench can be found in the looped walkway to the right. Conveniently, Frank can find the lead pipe just above on the upper platform. Their strong melee attacks make these weapons the most effective to use against TK.



Once equipped, strive to stay in the middle area of the platform. Run circles around the center barrier to best position Frank away from TK's advances. This technique renders TK's aggressive moves useless, giving Frank an opportunity to strike whenever TK misses a swing.

As Frank wages battle, it's important to pay attention to Rebecca's health bar. Her health gradually lowers throughout the fight, and TK's attacks lower it even faster when Frank isn't nearby.





Whenever TK retreats, Frank can walk over to heal Rebecca, repeatedly pressing the indicated button to bring the health bar back up. The game is over if Rebecca dies, so treat Frank and Rebecca's health bars equally.

With a combination of all these tactics, Frank can put away the slimy television host once and for all.

POSSIBLE ENDINGS

There are a total of six possible endings to Frank's adventure, which vary depending on the actions he does or does not take. It would take away all the fun to reveal each ending, but here's a guide outlining what needs to be done to reveal which ending, from the "worst" E ending all the way up to the "best" S ending.

Ending E

Fail a case before 10am on Day 4, while inside the safe house.

Ending D

Fail a case before 10am on Day 4, while outside the safe house.

Ending C

Complete all cases up to Case 7-1, and then let time run until 7am on Day 5.

Ending B

Defeat the final boss without giving TK Zombrex.

Ending A

Defeat the final boss and give TK Zombrex.

Ending S

Defeat TK in Overtime.

SANDBOX MODE

Welcome to the Sandbox, *Dead Rising 2: Off the Record*'s new game mode that gives Frank all the time in the world to slay zombies and explore Fortune City without ever having to watch the clock or think about Zombrex. The world is open for the taking, with a few differences.

SPITEFUL SURVIVORS

Everyone's after Frank—dead and living. Survivors normally clamoring for his help in the main story attack Frank on sight in this mode, and they aren't necessarily located in the same areas. The Psychopaths also run amok, surprising the journalist at every opportunity.





LEAVE YOUR ITEMS AT THE DOOR...

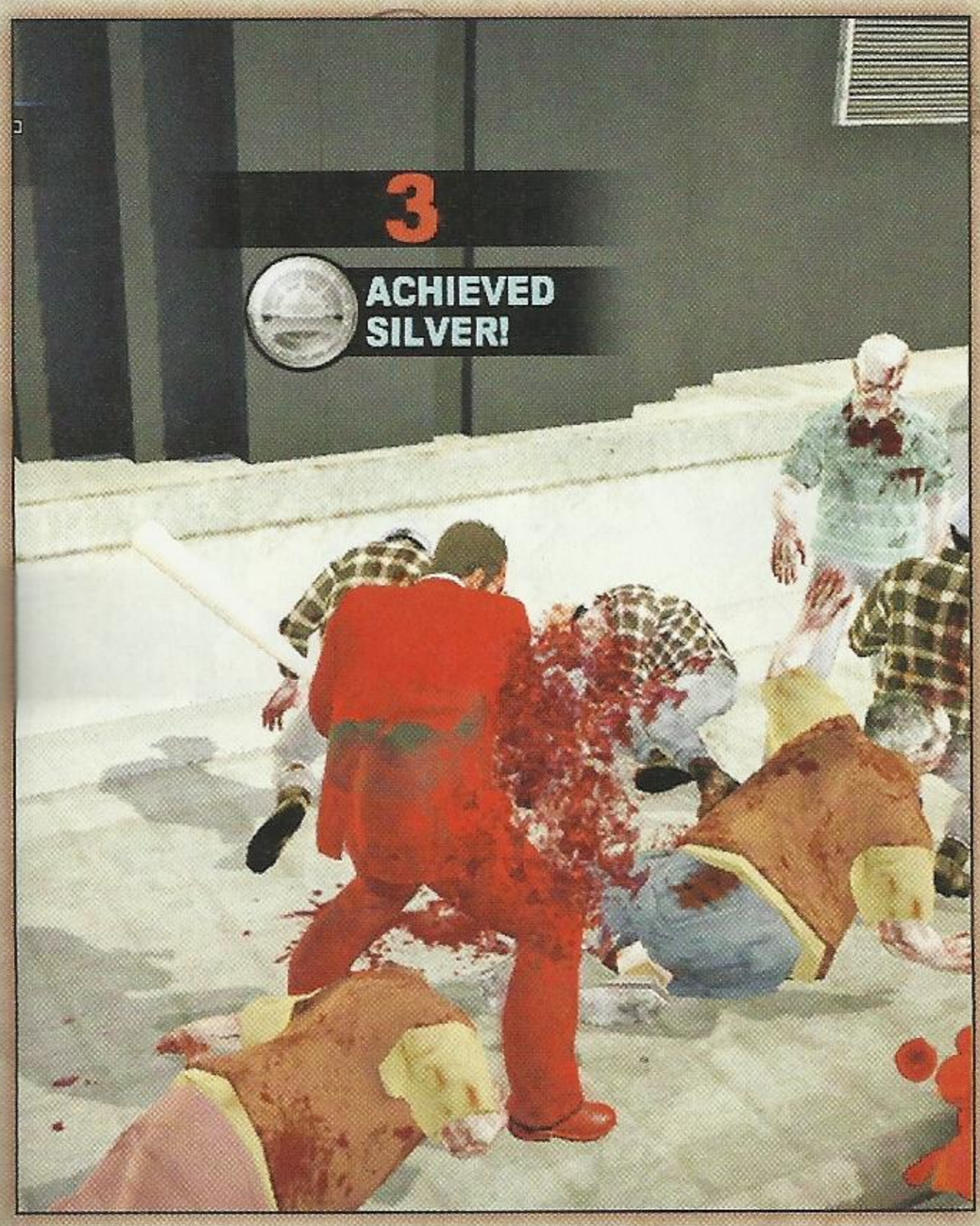
Items are not shared between each file's Story and Sandbox Mode. This prevents Frank from creating a slew of powerful combo weapons and juice mixes while in the Sandbox and bringing them back over to the Story Mode.

...BUT KEEP THE CLOTHING, MONEY, AND PP

Clothing, however, does transfer between the two modes, including special outfit pieces collected in either mode. Money and PP also transfer, making Sandbox a great place to level up and earn some extra cash when Frank is hurting in the main story.

CHALLENGES





CHALLENGES

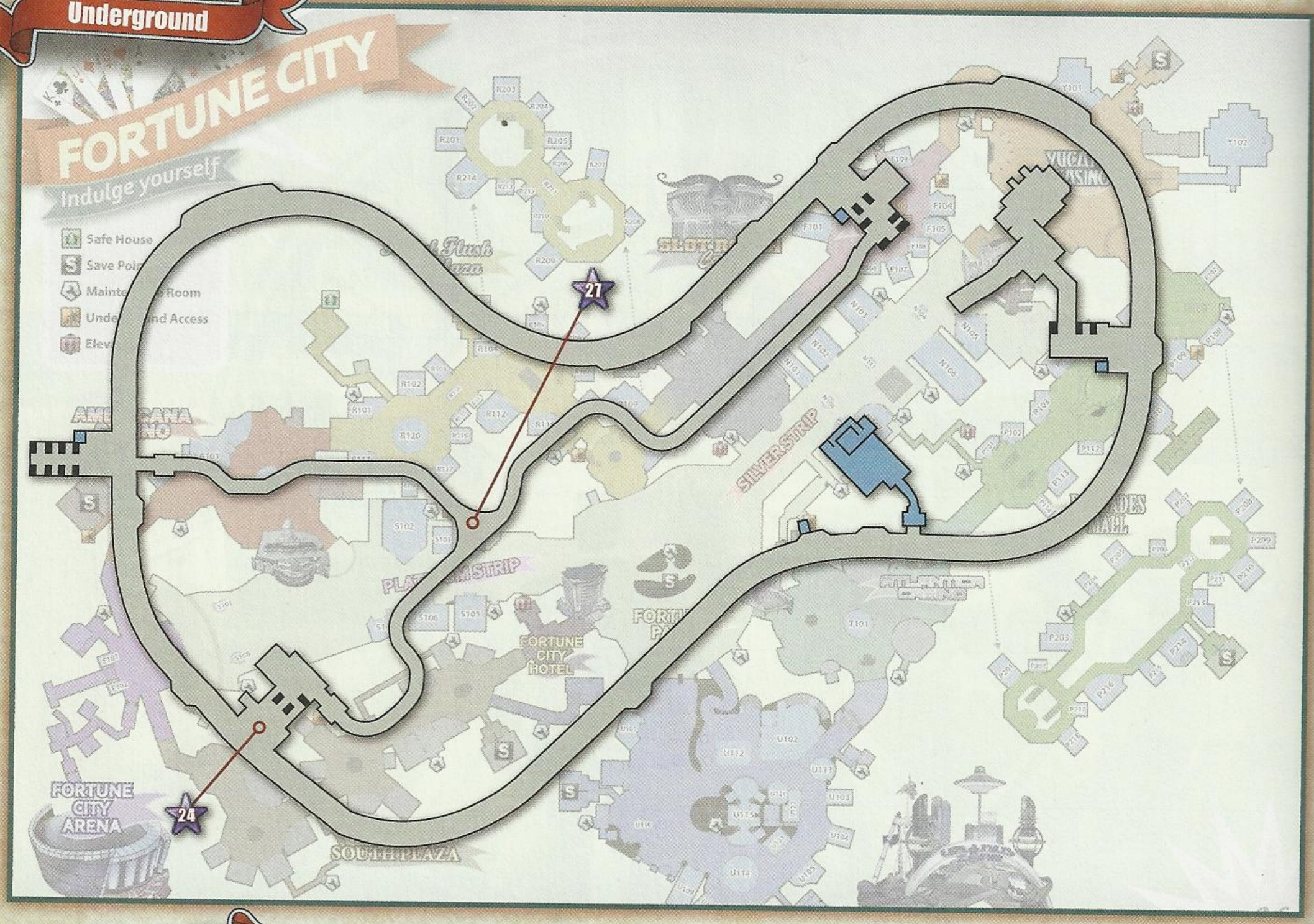
Specific to Sandbox Mode, challenges test Frank's abilities across a variety of tasks, whether killing a certain number of zombies in a given time, racing through the city, or trying to slice up as many limbs as possible.

Depending on Frank's performance, he's awarded either a bronze, silver, or gold medal, as well as rewarded for his efforts accordingly. There are a total of 30 challenges, and this guide describes their locations and info in full detail in this chapter!

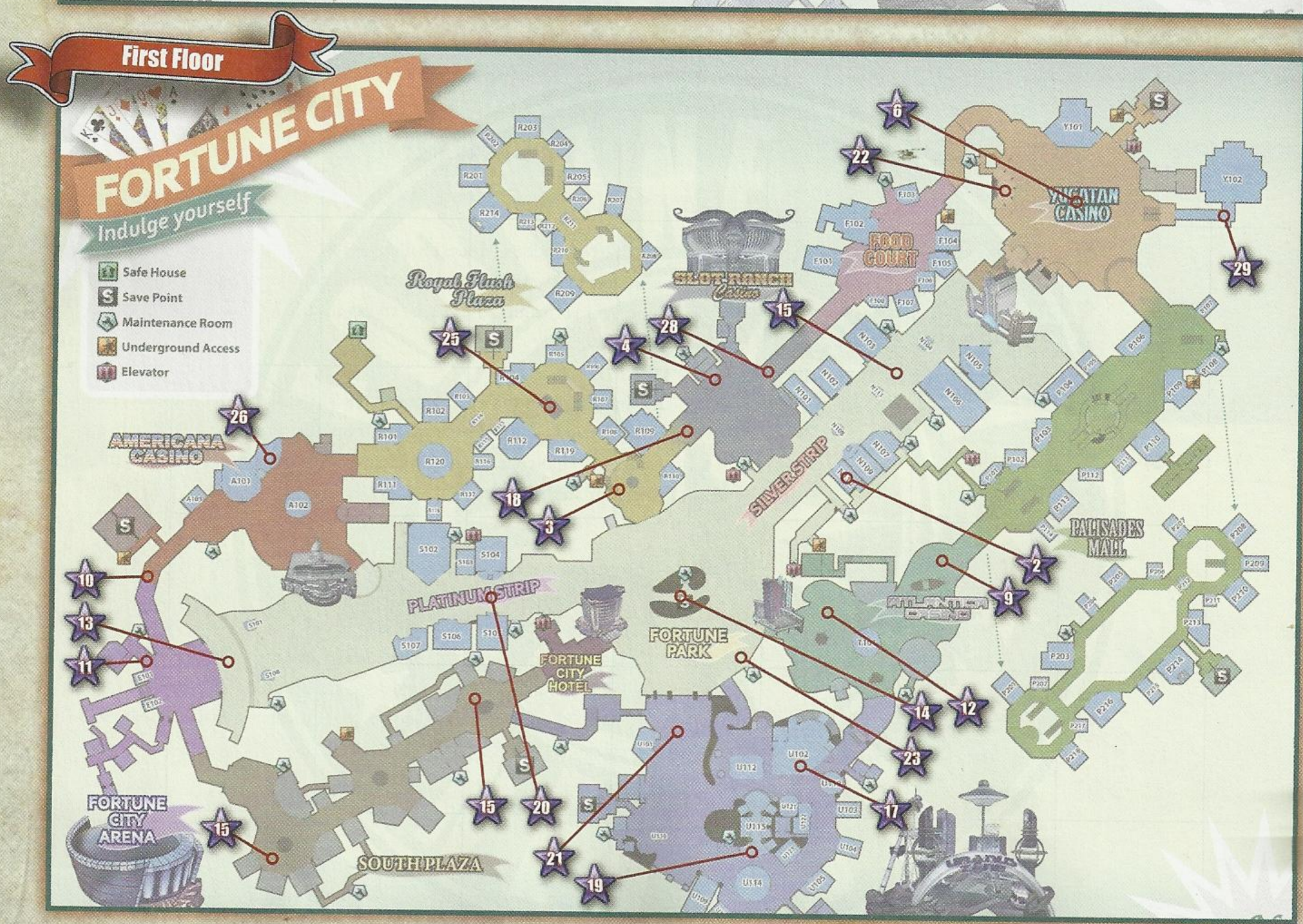
CO-OP SANDBOX

Team up with another player to tackle all of the challenges with Frank and Chuck for ultimate co-op action! Co-op Challenges are all renamed versions of the Single Player challenges. Medals are tracked separately from Single Player challenges.

Underground



First Floor

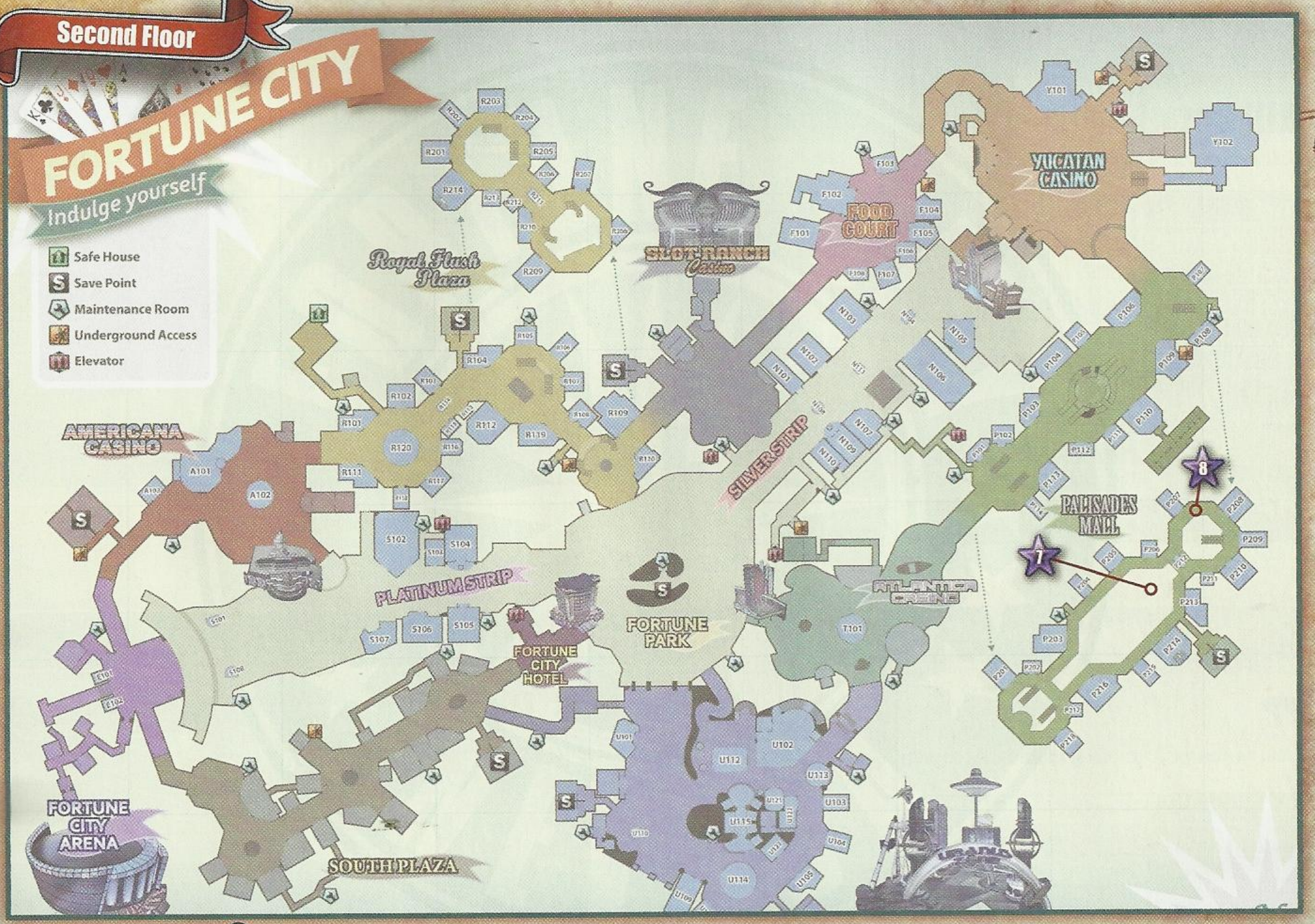


Second Floor

FORTUNE CITY

Indulge yourself

- Safe House
- Save Point
- Maintenance Room
- Underground Access
- Elevator

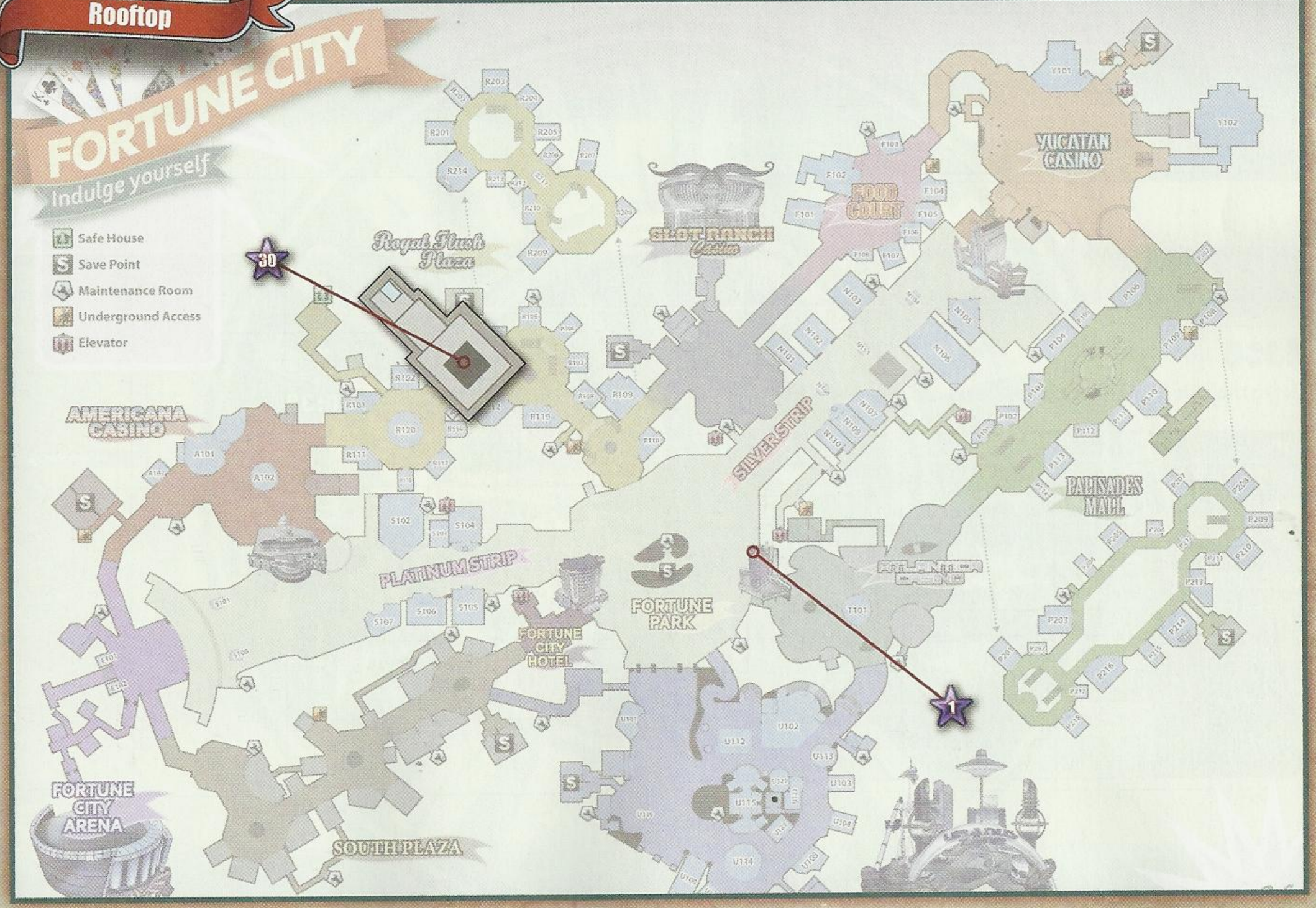


Rooftop

FORTUNE CITY

Indulge yourself

- Safe House
- Save Point
- Maintenance Room
- Underground Access
- Elevator



CHALLENGE 1—ROOFTOP MASSACRE

Kill Count

Kill as many zombies as possible in 30 seconds.

TYPE	Kill Challenge
UNLOCK CRITERIA	No requirement (unlocked by default)
START	Atlantica rooftop
PLAY AREA	Atlantica rooftop
DESCRIPTION	"Kill as many zombies as possible in 30 seconds!" Time limit: 30 seconds
GRADES	Bronze–10 kills
	Silver–20 kills
	Gold–40 kills
INTENT	This challenge is intended to be a simple introduction to Sandbox Mode. Use the items around Frank to kill as many zombies as possible.

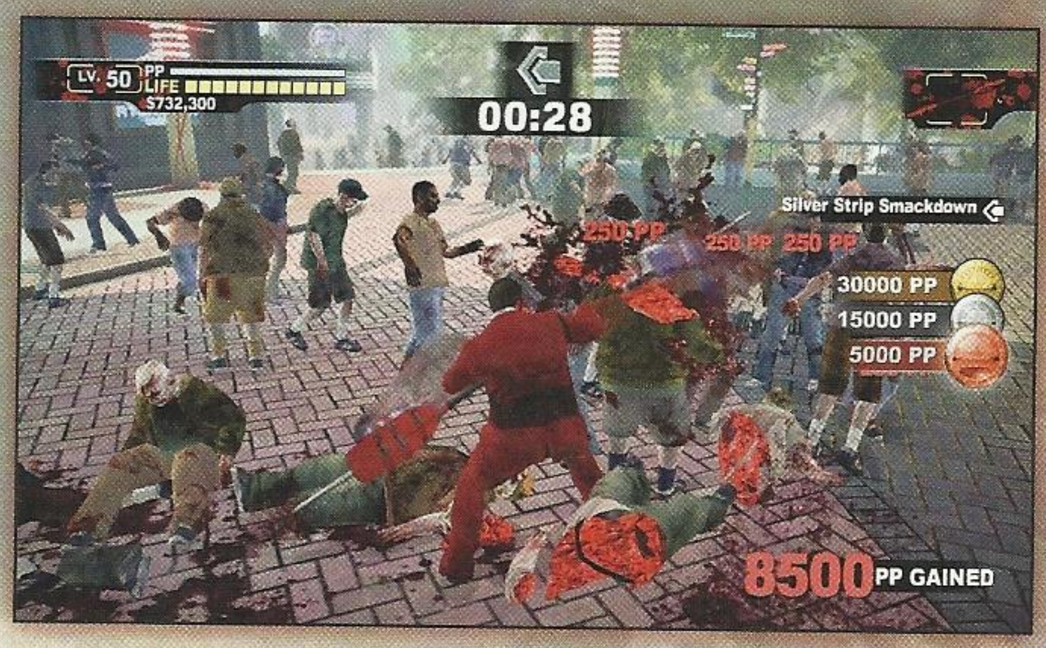


CHALLENGE 2—SILVER STRIP SMACKDOWN

PP

Gain as much PP as possible within one minute.

TYPE	PP Challenge
UNLOCK CRITERIA	80 kills
START	Silver Strip, alleyway leading to Atlantica rooftop
PLAY AREA	Silver Strip
DESCRIPTION	"Gain as much PP as you can in 60 seconds!" Time limit: 60 seconds
GRADES	Bronze–5,000 PP
	Silver–10,000 PP
	Gold–30,000 PP
INTENT	This challenge tests Frank's ability in getting kills with high amounts of PP. The Maintenance Room near the start point offers easy access to combo weapons.



CHALLENGE 3—BALLOON MAN

Race

Get to the balloon over the craps table as quickly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	200 kills
START	Royal Flush Plaza, Fortune Park exit
PLAY AREA	East/central Royal Flush Plaza
DESCRIPTION	"Get to the balloon over the craps table as fast as you can!" Goal – The balloon hanging in the middle of Royal Flush.
GRADES	Bronze–90 seconds
	Silver–50 seconds
	Gold–40 seconds
INTENT	This challenge introduces a path in Royal Flush Plaza that Frank may not have known about before. He can acquire the Ninja Mask in the room near the top.



CHALLENGE 4—CROWD PLEASER



Lure

Gather as many zombies as possible in front of the stage in one minute.

TYPE	Lure Challenge
UNLOCK CRITERIA	300 kills
START	Slot Ranch Casino, Diva's Stage
PLAY AREA	Diva's Stage area
DESCRIPTION	"Gather as many zombies as you can in front of the stage in 1 minute!" Time limit: 60 seconds
GRADES	Bronze–10 zombies
	Silver–15 zombies
	Gold–25 zombies
INTENT	This challenge mirrors the One Hit Wonder mission in Story Mode. Stand in front of the stage and throw casino chips at the zombies to attract them.

CHALLENGE 5—CHOP SUEY



Slice

Kill as many zombies as possible through slicing within 90 seconds.

TYPE	Slice Kill Challenge
UNLOCK CRITERIA	350 kills
START	South Plaza
PLAY AREA	South Plaza
DESCRIPTION	"Kill as many zombies by slicing as you can in 90 seconds!" Time Limit: 90 seconds
GRADES	Bronze–40 zombies
	Silver–80 zombies
	Gold–150 zombies
INTENT	Here, only kills attained with slicing weapons such as chainsaws and broadswords count toward the challenge.

CHALLENGE 6—RUMBLE IN THE JUNGLE



Kill Count

Kill as many zombies as possible in 20 seconds.

TYPE	Kill Challenge
UNLOCK CRITERIA	500 kills
START	Yucatan Casino, top of the central statue
PLAY AREA	Yucatan Casino
DESCRIPTION	"Kill as many zombies as you can in 20 seconds!" Time Limit: 20 seconds
GRADES	Bronze–10 kills
	Silver–30 kills
	Gold–50 kills
INTENT	Throw explosives from the high vantage point to quickly rack up the kills.

CHALLENGE 7—STIFF BACK

Item Collection

Collect as many massagers as possible in three minutes, and bring them back to the challenge kiosk.

TYPE	Item Collection
UNLOCK CRITERIA	750 kills
START	Palisades Mall, Grotto bar
PLAY AREA	Palisades Mall
DESCRIPTION	"Collect as many massagers as you can in 3 minutes, and bring them back to this challenge kiosk!" Time Limit: 3 minutes
GRADES	Bronze–15 massagers
	Silver–25 massagers
	Gold–40 massagers
INTENT	Planning efficient routes and locating large caches are critical for achieving a high score. When Frank is at a high-level you may have an easier time with this challenge because of the increased number of inventory slots.



CHALLENGE 8—KILLING FLOOR

PP

Gain as much PP as possible in three minutes while remaining on the second floor.

TYPE	PP Challenge
UNLOCK CRITERIA	1,000 kills
START	Palisades Mall, pawnshop
PLAY AREA	Second floor of the Palisades Mall
DESCRIPTION	"Gain as much PP as you can in 3 minutes while remaining on the second floor!" Time Limit: 3 minutes
GRADES	Bronze–8,000 PP
	Silver–12,000 PP
	Gold–35,000 PP
INTENT	Kill the zombies directly on the second floor, and use ranged weapons to reach the zombies on the lower floor. The pawnshop nearby allows for easy access to high PP-gaining weapons.



CHALLENGE 9—MURDER ON THE HIGH SEAS

Kill Count

Kill as many zombies as possible in two minutes.

TYPE	Kill Challenge
UNLOCK CRITERIA	1,200 kills
START	Atlantica Casino, pirate ship
PLAY AREA	East side of the Atlantica Casino
DESCRIPTION	"Kill as many zombies as you can in 2 minutes!" Time Limit: 2 minutes
GRADES	Bronze–50 kills
	Silver–100 kills
	Gold–200 kills
INTENT	Move efficiently along the rows of slot machines to kill the greatest number of zombies.



CHALLENGE 10—RULE #1

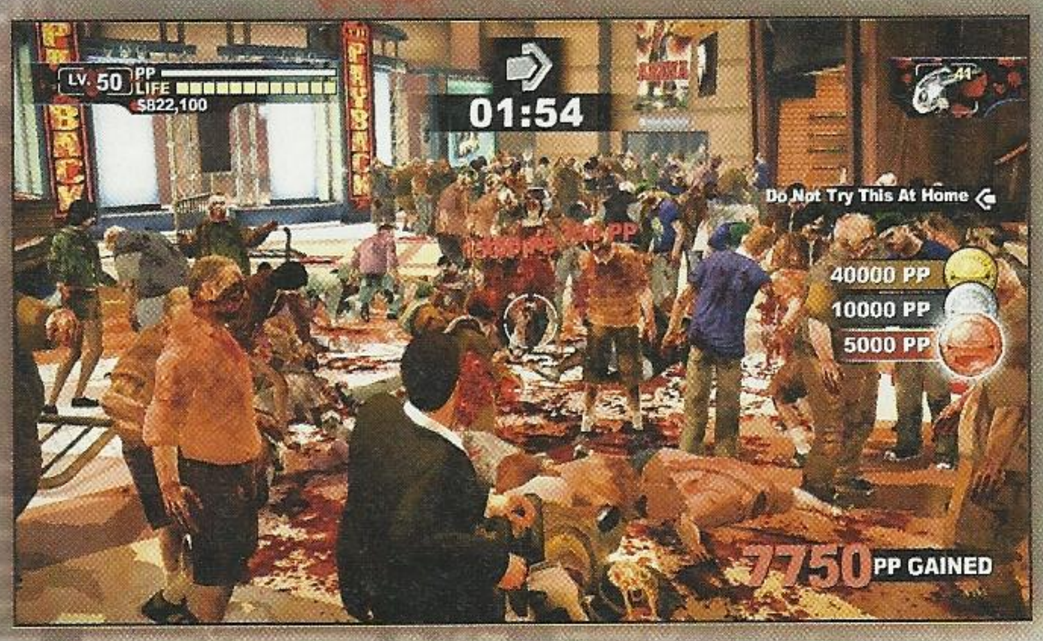


Race

Get to the ledge as rapidly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	1,500 kills
START	Americana Casino, Arena entrance
PLAY AREA	Americana Casino
DESCRIPTION	"Get to the ledge as fast as you can!" Race ends at the end of the Bennie Jack's ninja path
GRADES	Bronze–2 minutes
	Silver–100 seconds
	Gold–60 seconds
INTENT	This challenge asks Frank to navigate the hanging lights in the Americana Casino. He can acquire the Sports Fan Face Paint from a box on the ledge.

CHALLENGE 11—DO NOT TRY THIS AT HOME



PP

Get as much PP as possible in three minutes.

TYPE	PP Challenge
UNLOCK CRITERIA	1,800 kills
START	Terror Togs, Fortune City Arena
PLAY AREA	Fortune City Arena
DESCRIPTION	"Get as much PP as you can in 3 minutes!" Time Limit: 3 minutes
GRADES	Bronze–5,000 PP
	Silver–10,000 PP
	Gold–40,000 PP
INTENT	Optimize Frank's PP gain per zombie in order to reach the PP goals in this challenge.

CHALLENGE 12—THIRST QUENCHER



Drink

Drink as much alcohol as possible in three minutes.

TYPE	Drink Challenge
UNLOCK CRITERIA	2,000 kills
START	Atlantica Casino, west side
PLAY AREA	Atlantica Casino
DESCRIPTION	"Drink as much alcohol as you can in 3 minutes!"
GRADES	Bronze–10 drinks
	Silver–15 drinks
	Gold–30 drinks
INTENT	Gather as many drinks as possible and bring them to Sipparellos. Drink them all in one go!

CHALLENGE 13—IDIEK MOTORS PRESENTS...

Race

Get to the Yucatan entrance as quickly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	2,200 kills
START	Bike platform, Platinum Strip
PLAY AREA	Fortune City exterior
DESCRIPTION	"Get to the Yucatan Entrance as fast as you can!" End goal is at the Yucatan Entrance
GRADES	Bronze–75 seconds
	Silver–55 seconds
	Gold–45 seconds
INTENT	Race the length of Fortune City using the motor bike in front of the Arena. Avoiding punishing crashes is crucial for accomplishing this high-speed feat.



CHALLENGE 14—PARTY HARD

Lure

Lure as many zombies onto the rock path in one minute.

TYPE	Lure Challenge
UNLOCK CRITERIA	2,500 kills
START	Rock structure, Fortune Park
PLAY AREA	Fortune Park
DESCRIPTION	"Lure as many zombies onto the rock path in 1 minute!" Time limit: 1 minute
GRADES	Bronze–10 zombies
	Silver–15 zombies
	Gold–25 zombies
INTENT	With access from each side of the rock structure, Frank has to not only lure zombies in, but also contain them in the area without them wandering out.



CHALLENGE 15—EXTREME OFF-ROAD

Kill Count

Kill as many zombies as possible in two minutes.

TYPE	Kill Challenge
UNLOCK CRITERIA	3,000 kills
START	Silver Strip
PLAY AREA	Silver Strip
DESCRIPTION	"Kill as many zombies as you can in 2 minutes" Time limit: 2 minutes
GRADES	Bronze–50 zombies
	Silver–200 zombies
	Gold–400 zombies
INTENT	Frank can easily obtain 50 and even 200 kills in this zombie-dense area, but the only way to attain a gold medal in this challenge is to unlock the 4X4. Only by using this vehicle can Frank score enough kills in the short amount of time given.



CHALLENGE 16—SCAFFOLDING SHUFFLE



Race

Get to the top of the scaffolding as swiftly as possible.

TYPE	Race Challence
UNLOCK CRITERIA	3,500 kills
START	South Plaza
PLAY AREA	South Plaza
DESCRIPTION	"Get to the top of the scaffolding as fast as you can!"
GRADES	Bronze–90 seconds
	Silver–60 seconds
	Gold–45 seconds
INTENT	Navigate through the crowd of zombies and up the statue scaffolding in order to complete this challenge.

CHALLENGE 17—KILLER RIDES

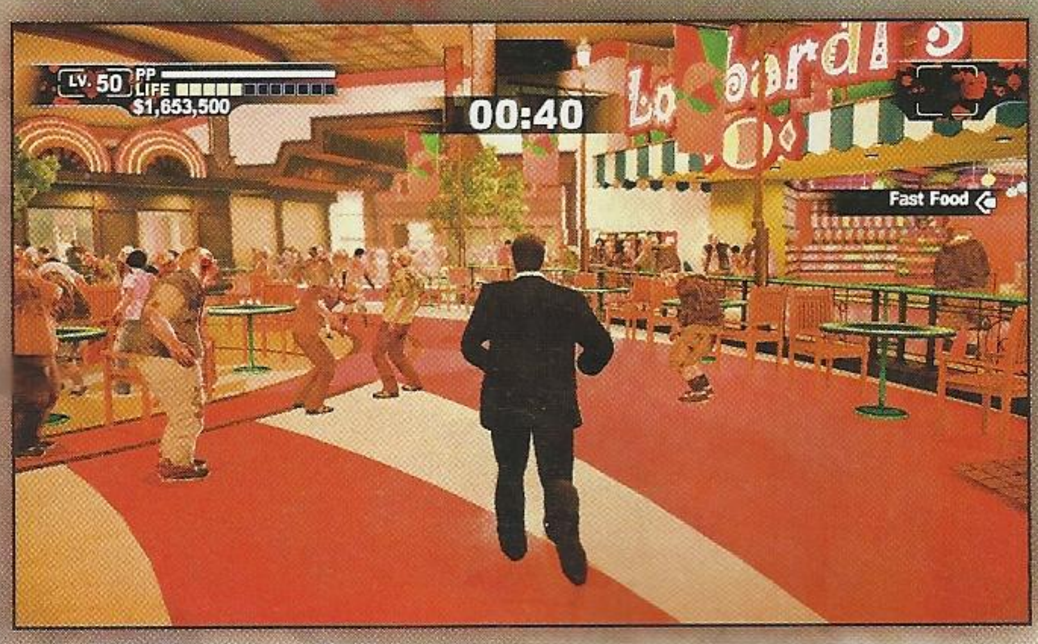


Special Kill Count

Kill as many zombies as possible in three minutes using only the killer rides in the amusement park.

TYPE	Special Kill Count Challenge
UNLOCK CRITERIA	3,500 kills
START	Theme Park area
PLAY AREA	Theme Park area
DESCRIPTION	"Kill as many zombies as you can in 3 minutes using only the killer rides in the amusement park!"
GRADES	Bronze–20 kills
	Silver–40 kills
	Gold–80 kills
INTENT	Use lures and clear the barriers of various rides to kill the most zombies possible.

CHALLENGE 18—FAST FOOD



Race

Get to the top the coffee shop in the Food Court as quickly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	3,750 kills
START	Slot Ranch Casino
PLAY AREA	Slot Ranch Casino/Food Court
DESCRIPTION	"Get to the top the coffee shop in the Food Court as fast as you can!"
GRADES	Bronze–105 seconds
	Silver–90 seconds
	Gold–65 seconds
INTENT	Book it to the Food Court as rapidly as possible and jump on top of the snack machines to the left of Lombardi's. Proceed to the top ledge, and run all the way to the goal.

CHALLENGE 19—SHOTTER BUG

Photo PP

Get as much PP from photos as possible within one minute.

TYPE	Photo PP Challenge
UNLOCK CRITERIA	3,800 kills
START	Theme Park
PLAY AREA	Theme Park
DESCRIPTION	"Get as much PP from photos as you can in 60 seconds!" Time Limit: 60 seconds
GRADES	Bronze–1,000 PP
	Silver–2,500 PP
	Gold–4,500 PP
INTENT	Take photographs of exploding zombies to get maximum Brutality points.



CHALLENGE 20—PAWNED PRESTIGE

PP

Get as much PP as possible in two minutes.

TYPE	PP Challenge
UNLOCK CRITERIA	4,000 kills
START	Outside pawnshop, Platinum Strip
PLAY AREA	Platinum Strip
DESCRIPTION	"Get as much PP as you can in 2 minutes!" Time limit: 2 minutes
GRADES	Bronze–2,400 PP
	Silver–12,000 PP
	Gold–20,000 PP
INTENT	Take advantage of the high zombie volume, stores, and the pawnshop in the Platinum Strip to gain as much PP as possible in the allotted time.



CHALLENGE 21—ROBOT RACE

Race

Get to the awning under the giant robot as quickly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	4,001 kills
START	Theme Park
PLAY AREA	Theme Park
DESCRIPTION	"Get to the awning under the giant robot as fast as you can!"
GRADES	Bronze–100 seconds
	Silver–75 seconds
	Gold–50 seconds
INTENT	Race up the stairs of the Galactic Experience and through the windows to reach the robot and the goal.



CHALLENGE 22—BURN THE BODIES



Fire

Kill as many zombies as possible using fire in 90 seconds.

TYPE	Fire Kill Challenge
UNLOCK CRITERIA	4,750 kills
START	Yucatan Casino
PLAY AREA	Yucatan Casino
DESCRIPTION	"Kill as many zombies with fire as you can in 90 seconds!" Time Limit: 90 seconds
GRADES	Bronze–20 zombies
	Silver–50 zombies
	Gold–120 zombies
INTENT	Use the tiki torches in the tiger exhibit to set zombies on fire. To get the gold medal, Frank may need to bring a flamethrower or another fire-based combo weapon.

CHALLENGE 23—LIGHTNING NEVER STRIKES



Electricity

Kill as many zombies as possible using electricity in 90 seconds.

TYPE	Electricity Kill Challenge
UNLOCK CRITERIA	4,800 kills
START	Fortune Park
PLAY AREA	Fortune Park
DESCRIPTION	"Kill as many zombies with electricity as you can in 90 seconds! Time Limit: 90 seconds
GRADES	Bronze–40 zombies
	Silver–80 zombies
	Gold–150 zombies
INTENT	Combo weapons like the Electric Crusher and the Tesla Ball are perfect for putting a shock into the undead.

CHALLENGE 24—TUNNEL VISION



Race

Get to the Fortune City loading bay as rapidly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	5,000 kills
START	Americana bay, underground
PLAY AREA	Underground tunnels
DESCRIPTION	"Get to the Fortune City Loading Bay as fast as you can!"
GRADES	Bronze–300 seconds
	Silver–180 seconds
	Gold–40 seconds
INTENT	Drive the 2x4s in the underground tunnels efficiently in order to get to the loading bay as quickly as possible. To make the challenge easier, bring a motor bike down to the starting point in order to complete the race rapidly.

CHALLENGE 25—MAD ABOUT HATS

Mask

Put as many masks on zombies as possible in 90 seconds.

TYPE	Mask Challengea
UNLOCK CRITERIA	7,000 kills
START	Royal Flush Plaza
PLAY AREA	Royal Flush Plaza
DESCRIPTION	"Put as many masks on zombies as you can in 90 seconds!" Time Limit: 90 seconds
GRADES	Bronze–10 masks
	Silver–15 masks
	Gold–25 masks
INTENT	Collect Lizard Masks from Ye Old Toybox and pop them on zombies as fast as possible in order to complete this challenge. The more inventory slots Frank has, the fewer return trips are required to retrieve additional masks.



CHALLENGE 26—NO THANKS, I'LL STAND...

Clean Up

Smash as many chairs as possible in 90 seconds.

TYPE	Clean Up Challenge
UNLOCK CRITERIA	7,000 kills
START	Americana Casino
PLAY AREA	Americana Casino
DESCRIPTION	"Smash as many chairs as you can in 90 seconds!" Time Limit: 90 seconds
GRADES	Bronze–20 chairs
	Silver–40 chairs
	Gold–75 chairs
INTENT	Use a variety of skill attacks and weapons to destroy the chairs scattered throughout Americana Casino.



CHALLENGE 27—TUNNEL OF BLOOD

Kill Count

Kill as many zombies as possible in four minutes.

TYPE	Kill Challenge
UNLOCK CRITERIA	8,000 kills
START	Center tunnels, underground
PLAY AREA	Underground tunnels
DESCRIPTION	"Kill as many zombies as you can in 4 minutes!" Time Limit: 4 minutes
GRADES	Bronze–180 zombies
	Silver–300 zombies
	Gold–500 zombies
INTENT	Plan an effective route from vehicle to vehicle in order to kill as many zombies as possible and avoid a time-wasting breakdown.



CHALLENGE 28—ONE ARMED BANDIT



Money Collection

Collect as much money as possible in two minutes.

TYPE	Money Collection Challenge
UNLOCK CRITERIA	8,005 kills
START	Slot Ranch Casino
PLAY AREA	Slot Ranch Casino
DESCRIPTION	"Collect as much money as you can in 2 minutes!"
GRADES	Bronze–$20,000
	Silver–$50,000
	Gold–$70,000
INTENT	Come prepared with Money Hackers and gambling magazines to maximize Frank's moneymaking abilities.

CHALLENGE 29—DOUBLE TROUBLE



Psycho Battle

Defeat the twins as quickly as possible.

TYPE	Psycho Battle Challenge
UNLOCK CRITERIA	9,495 kills
START	Shoal Nightclub, Yucatan Casino
PLAY AREA	Shoal Nightclub, Yucatan Casino
DESCRIPTION	"Defeat the twins as quickly as possible!"
GRADES	Bronze–3 minutes
	Silver–2 minutes
	Gold–1 minute
INTENT	Bring a trusty weapon and keep up with one of the twins in order to quickly dispatch these tricky temptresses.

CHALLENGE 30—ROOFTOP MASSACRE: ROUND 2



Kill

Kill as many zombies as possible using slicing attacks within one minute.

TYPE	Kill Challenge
UNLOCK CRITERIA	10,000 kills
START	Safe house rooftop
PLAY AREA	Safe house rooftop
DESCRIPTION	"Kill as many zombies by slicing as you can in 1 minute!" Time Limit: 60 seconds. Only gas zombies will spawn for this challenge.
GRADES	Bronze–20 zombies
	Silver–50 zombies
	Gold–200 zombies
INTENT	A large group of gas zombies surrounds Frank in this final challenge. Use weapons with large splash damage like the Laser Gun to earn the gold medal.

CO-OP CHALLENGE 1—TEA FOR TWO

Kill Count

Kill as many zombies as possible in 30 seconds.

TYPE	Kill Challenge
UNLOCK CRITERIA	No requirement (unlocked by default)
START	Atlantica rooftop
PLAY AREA	Atlantica rooftop
DESCRIPTION	"Kill as many zombies as possible in 30 seconds!" Time limit: 30 seconds
GRADES	Bronze–20 kills
	Silver–40 kills
	Gold–80 kills
INTENT	This challenge is intended to be a simple introduction to Sandbox Mode. Use the nearby items to kill as many zombies as possible.



CO-OP CHALLENGE 2—SNAKE EYES

PP

Gain as much PP as possible within one minute.

TYPE	PP Challenge
UNLOCK CRITERIA	80 kills
START	Silver Strip, alleyway leading to Atlantica rooftop
PLAY AREA	Silver Strip
DESCRIPTION	"Gain as much PP as you can in 60 seconds!" Time limit: 60 seconds
GRADES	Bronze–10,000 PP
	Silver–30,000 PP
	Gold–50,000 PP
INTENT	This challenge tests Frank and Chuck's ability in getting kills with high amounts of PP. The Maintenance Room near the start point offers easy access to combo weapons.



CO-OP CHALLENGE 3—TWO HEROES, ONE BALLOON

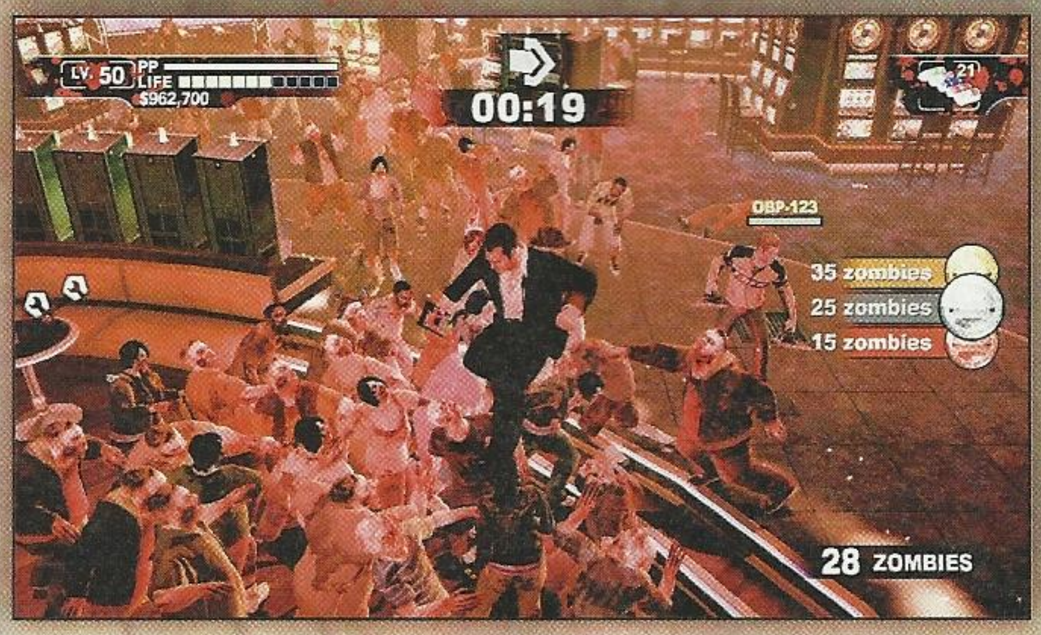
Race

Get to the balloon over the craps table as quickly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	200 kills
START	Royal Flush Plaza, Fortune Park exit
PLAY AREA	East/central Royal Flush Plaza
DESCRIPTION	"Get to the balloon over the craps table as fast as you can!" Goal – The balloon hanging in the middle of Royal Flush, reached via ninja path.
GRADES	Bronze–105 seconds
	Silver–60 seconds
	Gold–45 seconds
INTENT	This challenge introduces a path in Royal Flush Plaza that Frank and Chuck may not have known about before. Acquire the Ninja Mask in the room near the top.



CO-OP CHALLENGE 4—DUELING DIVAS



Lure

Gather as many zombies as possible in front of the stage in one minute.

TYPE	Lure Challenge
UNLOCK CRITERIA	300 kills
START	Slot Ranch Casino, Diva's Stage
PLAY AREA	Diva's Stage area
DESCRIPTION	"Gather as many zombies as you can in front of the stage in 1 minute!" Time limit: 60 seconds
GRADES	Bronze–15 zombies
	Silver–25 zombies
	Gold–35 zombies
INTENT	This challenge mirrors the One Hit Wonder mission in Story Mode. Stand in front of the stage and throw casino chips at the zombies to attract them.

CO-OP CHALLENGE 5—SLICE AND DICE



Slice

Kill as many zombies as possible by slicing in 90 seconds.

TYPE	Slice Kill Challenge
UNLOCK CRITERIA	350 kills
START	South Plaza
PLAY AREA	South Plaza
DESCRIPTION	"Kill as many zombies by slicing as you can in 90 seconds!" Time Limit: 90 seconds
GRADES	Bronze–80 zombies
	Silver–150 zombies
	Gold–210 zombies
INTENT	Here, only kills attained with slicing weapons like chainsaws and broadswords count toward the challenge.

CO-OP CHALLENGE 6—BOOM GOES THE DYNAMITE



Kill Count

Kill as many zombies as possible in 20 seconds.

TYPE	Kill Challenge
UNLOCK CRITERIA	500 kills
START	Yucatan Casino, top of the central statue
PLAY AREA	Yucatan Casino
DESCRIPTION	"Kill as many zombies as you can in 20 seconds!" Time Limit: 10 seconds
GRADES	Bronze–20 kills
	Silver–60 kills
	Gold–70 kills
INTENT	Throw explosives from the high vantage point to quickly rack up the kills.

CO-OP CHALLENGE 7—HOT COFFEE

Item Collection

Collect as many massagers as possible in three minutes, and bring them back to the challenge kiosk.

TYPE	Item Collection
UNLOCK CRITERIA	750 kills
START	Palisades Mall, Grotto bar
PLAY AREA	Palisades Mall
DESCRIPTION	"Collect as many massagers as you can in 3 minutes, and bring them back to this challenge kiosk!" Time Limit: 3 minutes
GRADES	Bronze–30 massagers
	Silver–45 massagers
	Gold–60 massagers
INTENT	Planning efficient routes and locating large caches are critical for achieving a high score. A high-level Frank and Chuck may have an easier time with this challenge because of the increased number of inventory slots.



CO-OP CHALLENGE 8—SECOND FLOOR ZOMBIE KILLERS

PP

Gain as much PP as possible in three minutes while remaining on the second floor.

TYPE	PP Challenge
UNLOCK CRITERIA	1,000 kills
START	Palisades Mall, pawnshop
PLAY AREA	Second floor of the Palisades Mall
DESCRIPTION	"Gain as much PP as you can in 3 minutes while remaining on the second floor!" Time Limit: 3 minutes
GRADES	Bronze–10,000 PP
	Silver–16,000 PP
	Gold–70,000 PP
INTENT	Kill the zombies directly on the second floor, and use ranged weapons to reach the zombies on the lower floor. The pawnshop nearby allows for easy access to high PP-gaining weapons.



CO-OP CHALLENGE 9—SHIPMATES

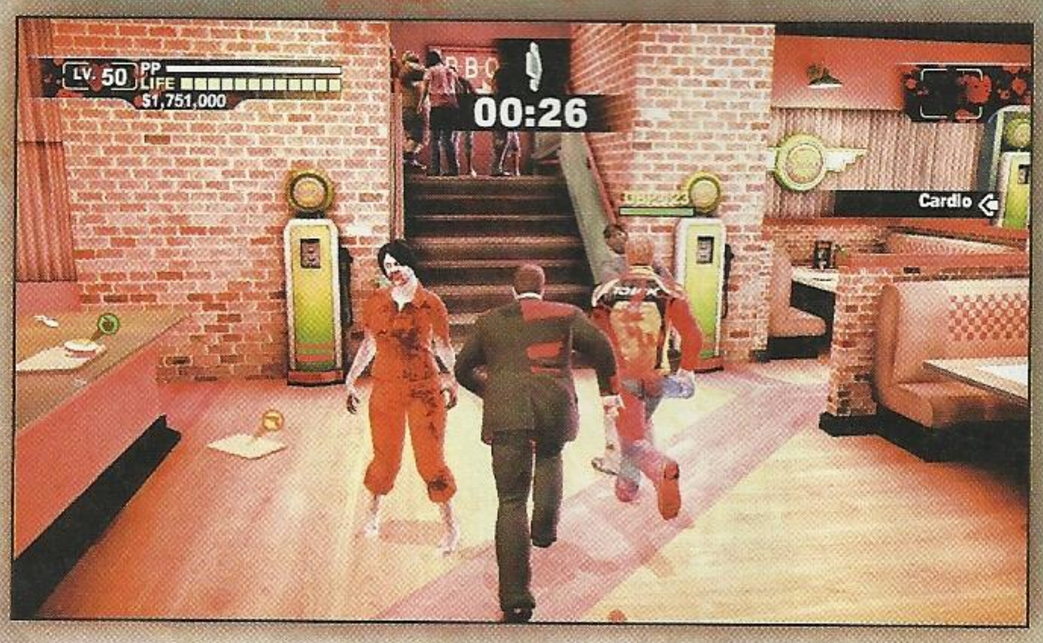
Kill Count

Kill as many zombies as possible in two minutes.

TYPE	Kill Challenge
UNLOCK CRITERIA	1,200 kills
START	Atlantica Casino, pirate ship
PLAY AREA	East side of the Atlantica Casino
DESCRIPTION	"Kill as many zombies as you can in 2 minutes!" Time Limit: 2 minutes
GRADES	Bronze–100 kills
	Silver–200 kills
	Gold–350 kills
INTENT	Move efficiently along the rows of slot machines to kill the greatest number of zombies.



CO-OP CHALLENGE 10—CARDIO

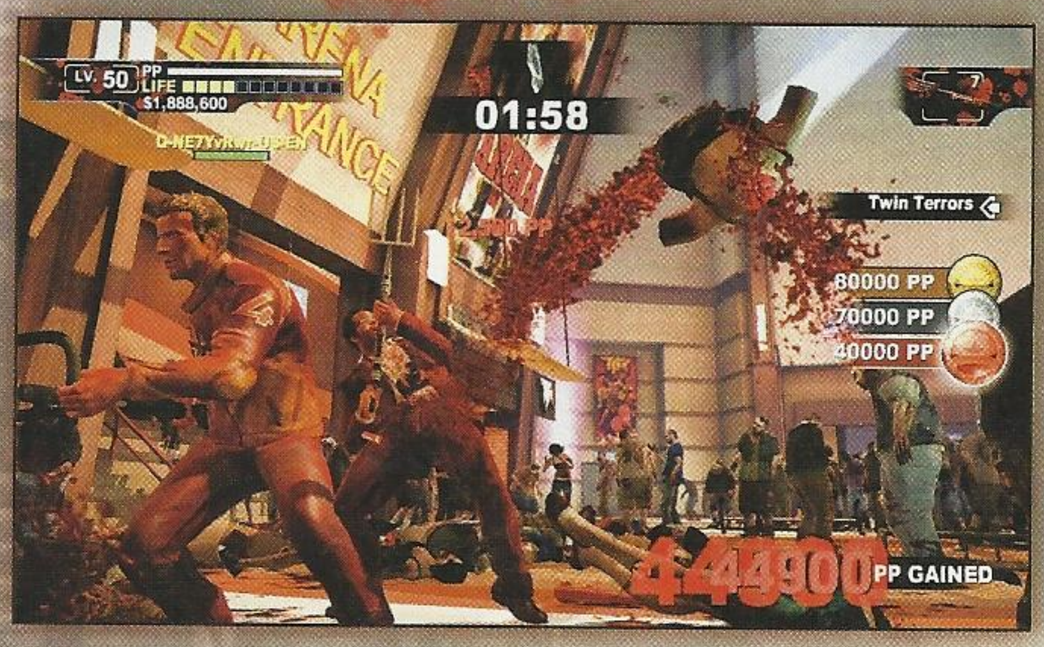


Race

Get to the ledge as rapidly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	1,500 kills
START	Americana Casino, Arena entrance
PLAY AREA	Americana Casino
DESCRIPTION	"Get to the ledge as fast as you can!" Race ends at the end of the Bennie Jack's ninja path, on the ledge where there is normally Zombrex
GRADES	Bronze–120 seconds
	Silver–100 seconds
	Gold–80 seconds
INTENT	This challenge asks Frank and Chuck to navigate the hanging lights in the Americana Casino. They can pick up the Sports Fan Face Paint from a box on the ledge.

CO-OP CHALLENGE 11—TWIN TERRORS



PP

Get as much PP as possible in three minutes.

TYPE	PP Challenge
UNLOCK CRITERIA	1,800 kills
START	Terror Togs, Fortune City Arena
PLAY AREA	Fortune City Arena
DESCRIPTION	"Get as much PP as you can in 3 minutes!" Time Limit: 3 minutes
GRADES	Bronze–40,000 PP
	Silver–70,000 PP
	Gold–80,000 PP
INTENT	Optimize Frank and Chuck's PP gain per zombie in order to reach the PP goals in this challenge.

CO-OP CHALLENGE 12—CHUG! CHUG! CHUG!



Drink

Drink as much alcohol as possible in three minutes.

TYPE	Drink Challenge
UNLOCK CRITERIA	2,000 kills
START	Atlantica Casino, west side
PLAY AREA	Atlantica Casino
DESCRIPTION	"Drink as much alcohol as you can in 3 minutes!"
GRADES	Bronze–20 drinks
	Silver–32 drinks
	Gold–60 drinks
INTENT	Gather as many drinks as possible and bring them to Sipparellos. Drink them all in one go!

CO-OP CHALLENGE 13—I'LL RACE YOU TO THE...

Race

Get to the Yucatan entrance as swiftly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	2,200 kills
START	Bike platform, Platinum Strip
PLAY AREA	Fortune City exterior
DESCRIPTION	"Get to the Yucatan Entrance as fast as you can!" End goal is at the Yucatan Entrance
GRADES	Bronze–75 seconds
	Silver–55 seconds
	Gold–45 seconds
INTENT	Race the length of Fortune City using the motor bike in front of the Arena. Avoiding punishing crashes is crucial for accomplishing this high-speed feat.



CO-OP CHALLENGE 14—TAKING THEM BOTH WAYS

Lure

Lure as many zombies as possible onto the rock path within one minute.

TYPE	Lure Challenge
UNLOCK CRITERIA	2,500 kills
START	Rock structure, Fortune Park
PLAY AREA	Fortune Park
DESCRIPTION	"Lure as many zombies onto the rock path in 1 minute!" Time limit: 1 minute
GRADES	Bronze–15 zombies
	Silver–25 zombies
	Gold–40 zombies
INTENT	With access from each side of the rock structure, Frank and Chuck have to not only lure zombies in, but also contain them in the area without the zombies wandering out.



CO-OP CHALLENGE 15—PEEP SHOW PEERS

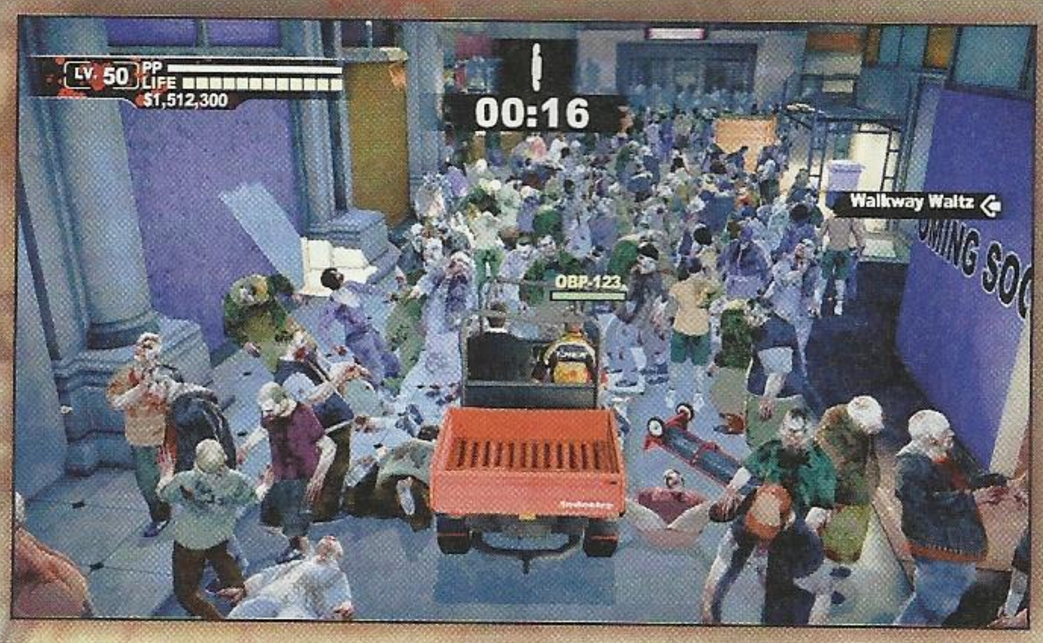
Kill Count

Kill as many zombies as possible in two minutes.

TYPE	Kill Challenge
UNLOCK CRITERIA	3,000 kills
START	Silver Strip
PLAY AREA	Silver Strip
DESCRIPTION	"Kill as many zombies as you can in 2 minutes" Time limit: 2 minute
GRADES	Bronze–100 zombies
	Silver–400 zombies
	Gold–800 zombies
INTENT	The only way to attain a gold medal in this challenge is to unlock the 4X4. Only by using this vehicle can Frank and Chuck score enough kills in the short amount of time given.



CO-OP CHALLENGE 16—WALKWAY WALTZ



Race

Get to the top of the scaffolding as quickly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	3,500 kills
START	South Plaza
PLAY AREA	South Plaza
DESCRIPTION	"Get to the top of the scaffolding as fast as you can!"
GRADES	Bronze–90 seconds
	Silver–60 seconds
	Gold–45 seconds
INTENT	Navigate through the crowd of zombies and up the statue scaffolding in order to complete this challenge.

CO-OP CHALLENGE 17—ROWDY RIDERS



Special Kill Count

Kill as many zombies as possible within three minutes using only the killer rides in the amusement park.

TYPE	Special Kill Count Challenge
UNLOCK CRITERIA	3,500 kills
START	Theme Park area
PLAY AREA	Theme Park area
DESCRIPTION	"Kill as many zombies as you can in 3 minutes using only the killer rides in the amusement park!"
GRADES	Bronze–40 kills
	Silver–80 kills
	Gold–100 kills
INTENT	Use lures and clear the barriers of various rides to kill the most zombies possible.

CO-OP CHALLENGE 18—MUNCHIE MADNESS



Race

Get to the top the coffee shop in the Food Court as quickly as possible.

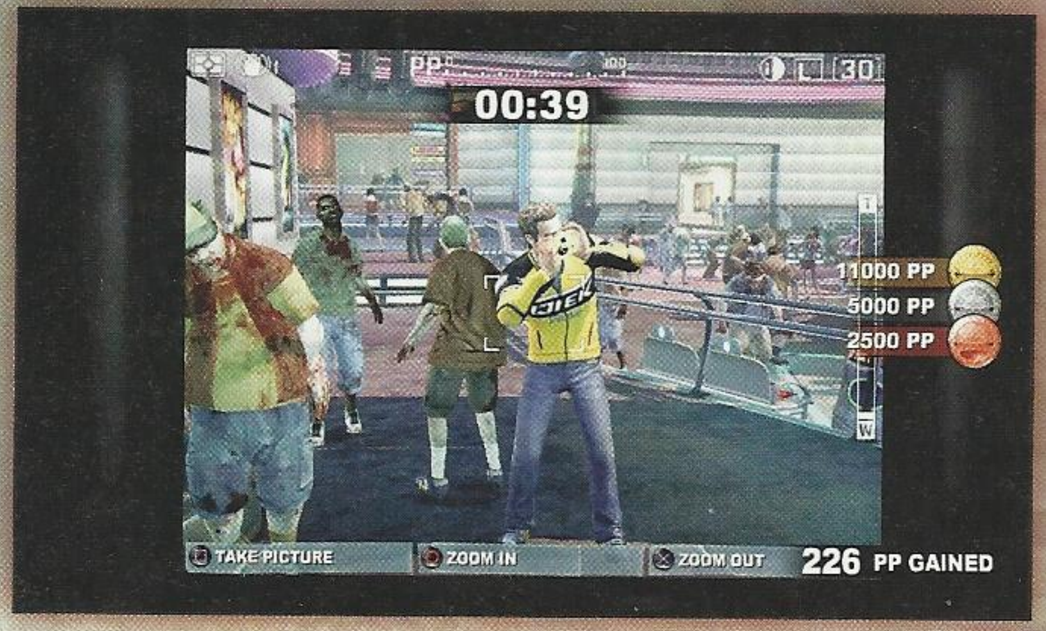
TYPE	Race Challenge
UNLOCK CRITERIA	3,750 kills
START	Slot Ranch Casino
PLAY AREA	Slot Ranch Casino/Food Court
DESCRIPTION	"Get to the top the coffee shop in the Food Court as fast as you can!"
GRADES	Bronze–105 seconds
	Silver–90 seconds
	Gold–65 seconds
INTENT	Book it to the Food Court as rapidly as possible and jump on top of the snack machines to the left of Lombardi's. Proceed to the top ledge, and run all the way to the goal.

CO-OP CHALLENGE 19—PICTURE PERFECT

Photo PP

Get as much PP from photos as possible in one minute.

TYPE	Photo PP Challenge
UNLOCK CRITERIA	3,800 kills
START	Theme Park
PLAY AREA	Theme Park
DESCRIPTION	"Get as much PP from photos as you can in 60 seconds!" Time Limit: 60 seconds
GRADES	Bronze–2,500 PP
	Silver–5,000 PP
	Gold–11,000 PP
INTENT	Take photographs of exploding zombies to get maximum Brutality points.



CO-OP CHALLENGE 20—PLATINUM PALS

PP

Get as much PP as possible in two minutes.

TYPE	PP Challenge
UNLOCK CRITERIA	4,000 kills
START	Outside pawnshop, Platinum Strip
PLAY AREA	Platinum Strip
DESCRIPTION	"Get as much PP as you can in 2 minutes!" Time limit: 2 minutes
GRADES	Bronze–28,000 PP
	Silver–44,000 PP
	Gold–80,000 PP
INTENT	Take advantage of the high zombie volume, stores, and the pawnshop in the Platinum Strip to gain as much PP as possible in the allotted time.



CO-OP CHALLENGE 21—NO RUNNING NEXT TO THE RIDES!

Race

Get to the awning under the giant robot as rapidly as possible.

TYPE	Race Challengea
UNLOCK CRITERIA	4,001 kills
START	Theme Park
PLAY AREA	Theme Park
DESCRIPTION	"Get to the awning under the giant robot as fast as you can!"
GRADES	Bronze–100 seconds
	Silver–75 seconds
	Gold–50 seconds
INTENT	Race up the stairs of the Galactic Experience and through the windows to reach the robot and the goal.



CO-OP CHALLENGE 22—FLAMING FRIENDS



Fire

Kill as many zombies as possible using fire in 90 seconds.

TYPE	Fire Kill Challenge
UNLOCK CRITERIA	4,750 kills
START	Yucatan Casino
PLAY AREA	Yucatan Casino
DESCRIPTION	"Kill as many zombies with fire as you can in 90 seconds!" Time Limit: 90 seconds
GRADES	Bronze–40 zombies
	Silver–110 zombies
	Gold–240 zombies
INTENT	Use the tiki torches in the tiger exhibit to set zombies on fire. To get the gold medal, though, Frank and Chuck may need to bring a flamethrower or another fire-based combo weapon.

CO-OP CHALLENGE 23—LIGHTNING ALWAYS STRIKES TWICE



Electricity

Kill as many zombies as possible using electricity in 90 seconds.

TYPE	Electricity Kill Challenge
UNLOCK CRITERIA	4,800 kills
START	Fortune Park
PLAY AREA	Fortune Park
DESCRIPTION	"Kill as many zombies with electricity as you can in 90 seconds!" Time Limit: 90 seconds
GRADES	Bronze–80 zombies
	Silver–160 zombies
	Gold–300 zombies
INTENT	Combo weapons like the Electric Crusher and the Tesla Ball are perfect for putting a shock into the undead.

CO-OP CHALLENGE 24—LONG ROAD TO VICTORY



Race

Get to the Fortune City loading bay as quickly as possible.

TYPE	Race Challenge
UNLOCK CRITERIA	5,000 kills
START	Americana Bay, underground
PLAY AREA	Underground tunnels
DESCRIPTION	"Get to the Fortune City Loading Bay as fast as you can!"
GRADES	Bronze–300 seconds
	Silver–180 seconds
	Gold–40 seconds
INTENT	Drive the 2x4s in the underground tunnels efficiently in order to get to the loading bay as quickly as possible. To make the challenge easier, bring a motor bike down to the starting point in order to complete the race swiftly.

CO-OP CHALLENGE 25—MASKING MATES

Mask

Put as many masks on zombies as possible in 90 seconds.

TYPE	Mask Challenge
UNLOCK CRITERIA	7,000 kills
START	Royal Flush Plaza
PLAY AREA	Royal Flush Plaza
DESCRIPTION	"Put as many masks on zombies as you can in 90 seconds!" Time Limit: 90 seconds
GRADES	Bronze–15 masks
	Silver–25 masks
	Gold–30 masks
INTENT	Collect Lizard Masks from Ye Old Toybox and pop them on zombies as fast as you possibly can in order to complete this challenge. The more inventory slots Frank and Chuck have, the fewer trips are required to retrieve additional masks.



CO-OP CHALLENGE 26—STANDING ROOM ONLY

Clean Up

Smash as many chairs as possible in 90 seconds.

TYPE	Clean Up Challenge
UNLOCK CRITERIA	7,000 kills
START	Americana Casino
PLAY AREA	Americana Casino
DESCRIPTION	"Smash as many chairs as you can in 90 seconds!" Time Limit: 90 seconds
GRADES	Bronze–40 chairs
	Silver–60 chairs
	Gold–100 chairs
INTENT	Use a variety of skill attacks and weapons to destroy the chairs scattered throughout Americana Casino.



CO-OP CHALLENGE 27—CLOGGING THE PIPES

Kill Count

Kill as many zombies as possible in four minutes.

TYPE	Kill Challenge
UNLOCK CRITERIA	8,000 kills
START	Center tunnels, underground
PLAY AREA	Underground tunnels
DESCRIPTION	"Kill as many zombies as you can in 4 minutes!" Time Limit: 4 minutes
GRADES	Bronze–260 zombies
	Silver–500 zombies
	Gold–800 zombies
INTENT	Plan an effective route from vehicle to vehicle in order to kill as many zombies as possible and avoid a time-wasting breakdown.



CO-OP CHALLENGE 28—GAMBLING MEN



Money Collection

Collect as much money as possible in two minutes.

TYPE	Money Collection
UNLOCK CRITERIA	8,005 kills
START	Slot Ranch Casino
PLAY AREA	Slot Ranch Casino
DESCRIPTION	"Collect as much money as you can in 2 minutes!"
GRADES	Bronze–$40,000
	Silver–$100,000
	Gold–$140,000
INTENT	Come prepared with Money Hackers and gambling magazines to maximize Frank and Chuck's moneymaking abilities.

CO-OP CHALLENGE 29—TAG TEAM

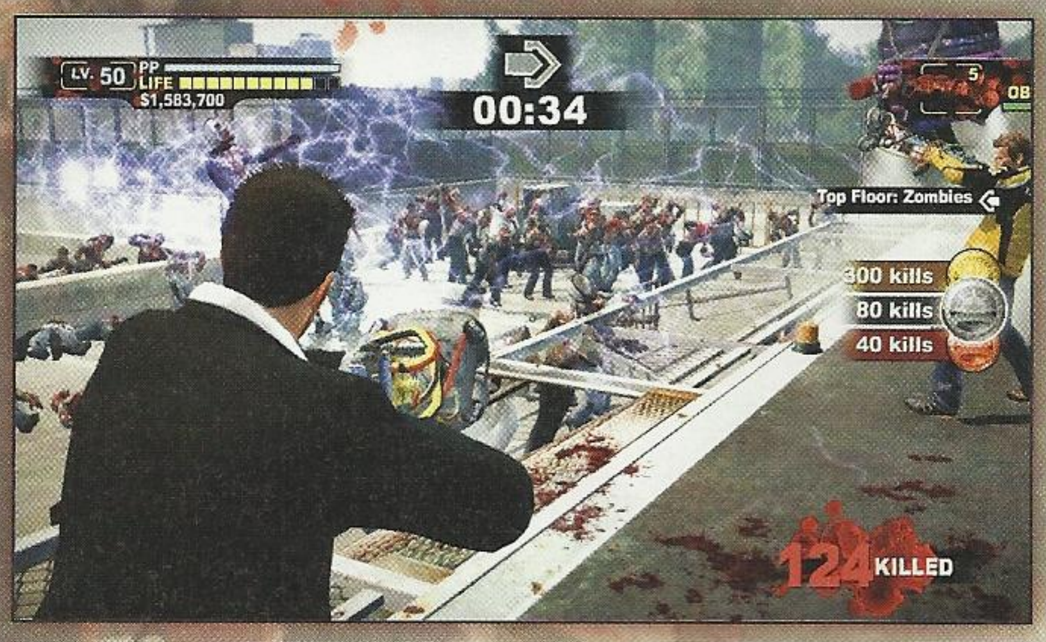


Psycho Battle

Defeat the twins as quickly as possible.

TYPE	Psycho Battle Challenge
UNLOCK CRITERIA	9,495 kills
START	Shoal Nightclub, Yucatan Casino
PLAY AREA	Shoal Nightclub, Yucatan Casino
DESCRIPTION	"Defeat the twins as quickly as possible!"
GRADES	Bronze–2:50 minutes
	Silver–1:55 minutes
	Gold–55 seconds
INTENT	Bring a trusty weapon and keep up with one of the twins in order to quickly dispatch these tricky temptresses.

CO-OP CHALLENGE 30—TOP FLOOR: ZOMBIES



Kill

Kill as many zombies as possible using slicing attacks within one minute.

TYPE	Kill Challenge
UNLOCK CRITERIA	10,000 kills
START	Safe house rooftop
PLAY AREA	Safe house rooftop
DESCRIPTION	"Kill as many zombies by slicing as you can in 60 seconds!" Time Limit: 60 seconds Only gas zombies will spawn for this challenge.
GRADES	Bronze–40 zombies
	Silver–80 zombies
	Gold–300 zombies
INTENT	A large group of gas zombies surrounds Frank and Chuck in this final challenge. Use weapons with large splash damage like the Laser Gun to have Frank and Chuck earn the gold medal.

REFERENCE

Frank West may have access to a wide range of items, but knowing how an item is used can be just as important as actually having it. Delve into the following charts to discover essential facts about food, weapons, and all other items found within Fortune City. This information insures that Frank is fully prepared for the dangers that await him out in the big city!

FOOD CHART

Zombie slaying and survivor saving takes a lot out of a man, and it's near impossible to get by without succumbing to a scratch or two along the way. Luckily, Fortune City is full of food and drink Frank can use to restore lost health. Consult the following chart for the breakdown on how much health each item restores on consumption.

FOOD/DRINK	HEALTH BOOST
Drink Cocktail	2
Repulse	6
Beer	2
Pain Killer	6
Zombait	6
Untouchable	6
Spitfire	6
Randomizer	6
Quick Step	6
Nectar	6
Milk	4
Coffee Creamer	4
Large Soda	1
Energizer	6
Coffee	1
Wine	5
Orange Juice	4
Whiskey	3
Vodka	3
Lobster	6
Steak	6
Spoiled Steak	6
Spoiled Hot Dog	2
Spoiled Hamburger	3
Spoiled Lobster	6
Pineapple	2
Apple	2
Hamburger	3
Hot Dog	2
Spoiled BBQ Chicken	3

FOOD/DRINK	HEALTH BOOST
Jellybeans	1
Spoiled Sushi	4
Spoiled Fish	3
Spoiled BBQ Ribs	3
Spoiled Bacon	2
Snack	1
Melon	2
Pasta	4
BBQ Ribs	3
BBQ Chicken	3
Fish	3
Sushi	4
Chili	3
Onion Rings	1
Burrito	2
Fries	1
Baked Potato	2
Beans	1
Taco	2
Donut	1
Cake	2
Pie	1
Ice Cream	2
Cookies	1
Brownie	1
Bacon	2
Pizza	4
Pretzel (giant)	2
Popcorn	1
Cotton Candy	1

BARTENDER'S HANDBOOK

Frank can mix food and drinks together using the many blenders found throughout Fortune City's popular bar stops. Not only do they restore health, but they also bestow temporary effects. He can create nine possible mixes:

Energizer: Take no damage for a limited time.

Repulse: Zombies lose interest in Frank.

Pain Killer: Take only half-damage for a full minute.

Zombait: Attract even more attention from zombies.

Untouchable: Zombies can no longer grab Frank.

Spitfire: Add a bit of flame to Frank's saliva [spit by holding the Aim button and attacking with no item equipped].

Nectar: Attract a queen for collection.

Quick Step: Move at a much quicker pace.

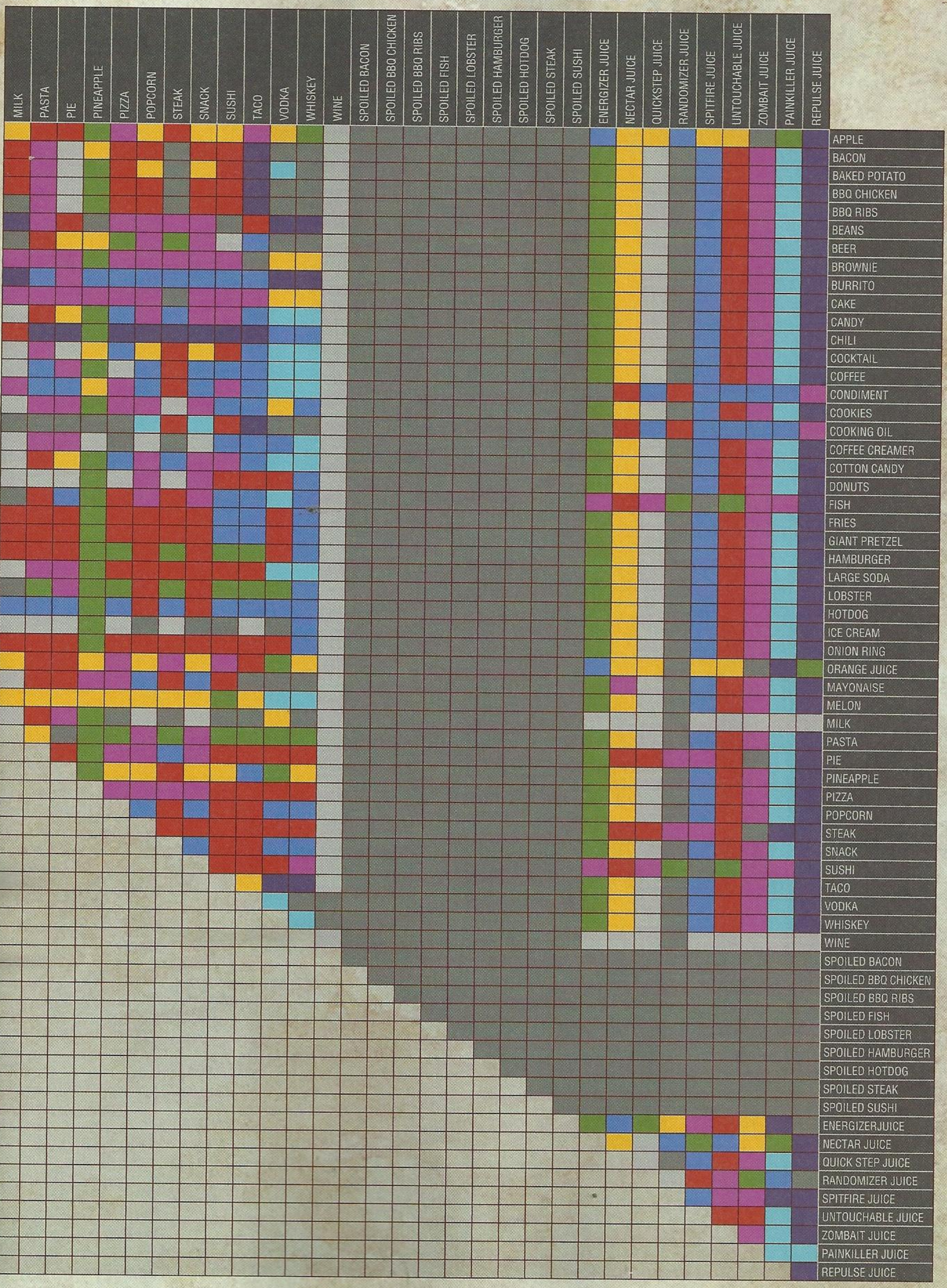
Randomizer: A chance to gain the effects of another drink, or just become violently ill.

The Drinks Chart is featured on the next page.

DRINKS CHART

	APPLE	BACON	BAKED POTATO	BBQ CHICKEN	BBQ RIBS	BEANS	BEER	BROWNIE	BURRITO	CAKE	JELLY BEANS	CHILI	COCKTAIL	COFFEE	KETCHUP / MUSTARD	COOKIES	COOKING OIL	COFFEE CREAMER	COTTON CANDY	DONUTS	FISH	FRIES	GIANT PRETZEL	HAMBURGER	LARGE SODA	LOBSTER	HOTDOG	ICE CREAM	ONIO NRING	ORANGE JUICE	MAYONAISE	MELON
APPLE																																
BACON																																
BAKED POTATO																																
BBQ CHICKEN																																
BBQ RIBS																																
BEANS																																
BEER																																
BROWNIE																																
BURRITO																																
CAKE																																
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UNTOUCHABLE JUICE																																
ZOMBAIT JUICE																																
PAINKILLER JUICE																																
REPULSE JUICE																																

LEGEND					
	Energizer		Zombait		Nectar
	Repulse		Untouchable		Quick Step
	Pain Killer		Spitfire		Randomizer



WEAPON CHART

There are nearly as many items lying around Fortune City as there are zombies. Some are incredibly helpful, others not so much. When a group of hungry zombies start closing in on Frank, however, sometimes he just has to grab the closest thing nearby. Consult the weapon chart below for full info on durability, damage and effect.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
2X4		15	2	Melee	Impact swing attack.
ACETYLENE TANK		30	2	Explosive	Explosive weapon with propulsion.
ACOUSTIC GUITAR		10	2	Melee	Three swing attacks, can also be slammed onto a zombie's head blinding them.
AD BOARD		15	1	Melee	Two swing attacks.
ALIEN HEAD		20	0	Novelty	Put on a zombies head to blind them.
ALIEN PROBE		20	1	Melee	Light attack and heavy stabbing attack.
AMPLIFIER		20	1	Melee	Two swing attacks and a heavy push attack.
ASSAULT RIFLE		60	3	Firearm	Accurate rifle that can shoot in three round bursts.
BAG OF MARBLES		1	0	Novelty	Causes zombies to slip when they step on the marbles.
BARSTOOL		5	2	Melee	Push attack and a heavy ground slam attack.
BASEBALL BAT		30	3	Melee	Two swing attacks and a heavy swing attack.
BASKETBALL		15	2	Ranged	Thrown weapon which bounces into other nearby zombies.
BASS GUITAR		30	3	Melee	Three swing attacks and a heavy ground attack.
BATTERY		25	2	Melee	Two swing attacks and a heavy push attack.
BATTLEAXE		40	4	Melee	Slicing weapon with three swing attacks, a heavy spinning attack, and a jump attack.
BEACH BALL		30	0	Novelty	Thrown weapon which bounces into other nearby zombies.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
BENCH		20	3	Melee	Has a big push attack which can clear out a large group of zombie in front of you, when it breaks it spawns a 2x4.
BINGO BALL CAGE		10	2	Melee	Has a swing attack and a heavy throw attack.
BOOMERANG		10	2	Ranged	Thrown weapon, can hit multiple zombies.
BLAST FREQUENCY GUN		50	0	Firearm	Special weapon engineered to be very effective versus gas zombies.
BOW AND ARROW		30	2	Ranged	Projectile weapon, the arrows will stick into zombies.
BOWIE KNIFE		35	2	Melee	Fast slashing weapon with a heavy attack that upholds the history of the weapon.
BOWLING BALL		15	3	Melee	Swing attack which can cause the zombie's head to explode when hit just right. In ranged mode you can charge up a unique bowling attack. The longer you charge, the more power in the throw.
BOWLING PIN		15	1	Melee	Swing attack, not very powerful.
BOX OF NAILS		20	1	Ranged	Stacked weapon, it's possible for the nails to impale a zombie for a moment causing more damage.
BOXING GLOVES		25	1	Melee	Four swing attacks and two heavy swing attacks. Block attacks in ranged mode.
BRICK		10	3	Melee	Swing attack and a heavy thrown attack.
BROADSWORD		40	4	Melee	Slicing weapon with three swings a heavy overhead attack and a jump attack.
BROOM HANDLE		20	3	Melee	Thrust weapon with two thrust attacks and a heavy push attack.
BUCKET		20	0	Novelty	Put on a zombie's head to blind them.
BULL SKULL		40	3	Melee	Worn on your head. Has a headbutt attack and a heavy charging attack.
CACTUS PLANT		8	2	Melee	Two swing attacks.
CARDBOARD BOX		5	1	Melee	Two swing attacks, break it open to try and find something useful.
CARDBOARD CUTOUT - FRANK WEST		10	1	Novelty	Basic swing attack.
CARDBOARD CUTOUT - CHUCK GREENE		10	1	Novelty	Basic swing attack.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
CARDBOARD CUTOUT		10	1	Novelty	Basic swing attack.
CASH REGISTER		10	3	Melee	Three swing attacks, break it open for some cash.
CASINO CHIPS		30	1	Novelty	Stacked thrown weapon which throws a handful of chips per throw.
CEMENT SAW		40	4	Melee	Mechanical weapon with two thrust attacks.
CENTURION BUST		20	3	Melee	Two swing attacks.
CHAINSAW		30	4	Melee	Slicing weapon with two swing attacks and a heavy spin attack.
CHEF KNIFE		40	2	Melee	Fast slashing weapon with a unique heavy attack.
CINDER BLOCK		25	3	Melee	Two swing attacks.
COFFEE POT		1	2	Melee	Impact swing attack, causes coffee decal on environment.
COMEDY TROPHY		20	2	Melee	Impact swing attack.
COMPUTER CASE		15	2	Melee	Three attacks, two swings then a push attack.
CONSTRUCTION HAT		7	1	Melee	Impact swing attack.
COOKING OIL		6	1	Melee	Impact swing attack, when it's broken the oil on the floor will cause zombies to slip.
COOKING POT		15	2	Melee	Two swing attacks.
CRATE		5	2	Melee	Basic swing attack.
CROUPIER STICK		5	1	Melee	Impact swing attack and a unique heavy attack.
CROWBAR		30	3	Melee	Impact swing attack.
CUSHIONED TALL CHAIR		5	3	Melee	Melee weapon with a push attack and a heavy ground slam attack.
DEFIBRILATOR		20	2	Melee	Basic impact attack.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
DOLLY		30	2	Melee	Pushable weapon which has a swing attack if picked up.
DONKEY LAMP		10	1	Melee	Impact swing attack.
DRILL MOTOR		40	3	Melee	Two swing attacks and a heavy push attack.
DRINK CART		40	2	Melee	Pushable weapon which has items in it. It has a swing attack if picked up.
DRUM		10	1	Melee	Two swing attacks and a heavy attack which slams onto a zombie's head blinding them.
DUMBBELL		20	3	Melee	Impact swing attack.
DYNAMITE		10	5	Explosive	Explosive weapon which can be stuck in a zombies mouth.
ELECTRIC GUITAR		30	3	Melee	Three swing attacks and a heavy spin attack.
ELECTRIC PROD		40	3	Melee	Electrical attacks.
ESCAPE POD		10	2	Melee	Basic swing attacks.
FANCY BENCH		20	2	Melee	Has a big push attack which can clear out a large group of zombie in front of you.
FANCY PAINTING		2	0	Novelty	Slam over a zombie to pin their hands at their sides preventing them from being able to attack you.
FANCY SMALL CHAIR		5	3	Melee	Melee weapon with one push attack and a heavy ground slam attack.
FANCY TALL CHAIR		5	3	Melee	Melee weapon with one push attack and a heavy ground slam attack.
FIRE AXE		35	3	Melee	Limb slicing weapon with two swings and a heavy over head chop attack.
FIRE EXTINGUISHER		20	0	N/A	Spray zombies long enough to freeze them.
FIRECRACKERS		20	0	N/A	Stackable weapon which acts as a lure. Can be thrown to areas where you want zombies to gather.
FLASH GRENADE		10	0	Explosive	Explosive that stuns zombies.
FLASHLIGHT		15	2	Melee	Impact swing attack, the flashlight turns on while it's being held.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
FLOOR BUFFER		80	2	Melee	Swing attacks and is pushable. Pushing it will knock down zombies.
FLOWER POT		1	1	Melee	Impact swing attack.
FOAM HAND		10	0	Melee	Swing attack.
FOLDING CHAIR		5	2	Melee	Melee weapon with one push attack and a heavy ground slam attack.
FOOTBALL		10	1	Ranged	Thrown weapon which bounces into other nearby zombies.
FOUNTAIN FIREWORK		10	0	N/A	Slam into a zombies mouth, the glowing light and sparks lures nearby zombies.
FUNNY PAINTING		5	0	Novelty	Slam over a zombie to pin their hands at their sides preventing them from attacking you.
GARBAGE BAG		10	1	Melee	Two swing attacks, break it open to try and find something useful.
GARBAGE CAN		20	3	Melee	Three swing attacks, break it open to try and find something useful.
GAS BARREL		20	3	N/A	Two swing attacks, mission only weapon.
GAS CAN		30	2	N/A	Single swing attack, mission specific weapon, can be shot to see the green gas released.
GASOLINE CANISTER		10	4	Explosive	Impact swing attack and a heavy attack which slams the gas can into a zombies mouth.
GEMS		20	1	Ranged	Stackable weapon which throws a handful of gems per throw.
GENERATOR		30	3	N/A	Two swing attacks, mission specific weapon.
GIANT DIE		40	2	Novelty	Swing attack and a heavy thrown attack.
GIANT PINK CHAINSAW		80	4	Melee	Two swing attacks followed by a pelvic thrust attack and a heavy spinning attack.
GIANT SPACESHIP TOY		20	2	Melee	Light attacks and heavy will cause the ship to follow the player.
GIANT STUFFED BULL		12	0	Novelty	Two swing attacks and a heavy slam onto zombie attack. The slam attack puts the stuffed animal over top of the targeted zombie.
GIANT STUFFED DONKEY		12	0	Novelty	Two swing attacks and a heavy slam onto zombie attack. The slam attack puts the stuffed animal over top of the targeted zombie.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
GIANT STUFFED ELEPHANT		12	0	Novelty	Swing attack with a heavy slam onto zombie attack. The slam attack puts the stuffed animal over top of the targeted zombie.
GIANT STUFFED RABBIT		12	0	Novelty	Two swing attacks and a heavy slam onto zombie attack. The slam attack puts the stuffed animal over top of the targeted zombie.
GIFT SHOP LAMP		10	1	Melee	Impact swing attack.
GOBLIN MASK		20	0	Novelty	Put on zombie's head to blind it.
GOLF CLUB		20	3	Ranged	Projectile launching weapon. Unique charging attack when in ranged mode, increases the damage.
GRASS TRIMMER		60	2	Melee	Two Swing attacks and a heavy attack which destroys a zombies head.
GRENADE		10	5	Explosive	Thrown explosive.
GUMBALL MACHINE		15	2	Melee	Three swing attacks, when it breaks the gumballs will cause zombies to slip if they step on them.
HANDBAG		7	1	Melee	Simple swing attack.
HANDGUN		30	2	Firearm	Basic hand gun.
HANGER		5	1	Melee	Slam into a zombies mouth.
HIGHBACK OAK CHAIR		5	3	Melee	Melee weapon with one push attack and a heavy ground slam attack.
HOCKEY STICK		30	2	Melee	Two swing attacks with a heavy cross check attack.
HUNK OF MEAT		10	0	Novelty	A lure weapon that can be slammed in a zombies mouth.
INDOOR GARBAGE CAN		20	2	Melee	Three swing attacks, break it open to try and find something useful.
KATANA		40	4	Melee	Two swing attacks and a heavy attack.
KATANA SWORD		40	4	Melee	Four slicing swing attack and a jump attack.
KEG		20	2	Melee	Simple swing attack, if shot it will spin around spewing beer that the zombies will slip on if they step in it.
KETCHUP		3	0	N/A	Spray a zombie to decal them red.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
KEYBOARD		10	1	Melee	Impact swing attack.
LAMP		3	1	Melee	Impact swing attack.
LANCE		30	3	Melee	Two thrust attacks and a heavy impact and toss zombie over shoulder.
LARGE BARREL		10	2	Melee	Swing attack and a heavy attack which slams the barrel over the top of the zombie.
LARGE FERN TREE		6	1	Melee	Swing attack.
LARGE PLANTER		6	2	Melee	Swing attack.
LARGE POTTED PLANT		6	1	Melee	Swing attack.
LARGE VASE		15	2	Melee	Two swing attacks.
LARGE WRENCH		25	4	Melee	Impact attack animation with a unique heavy attack.
LAWN DART		10	2	Ranged	Thrown weapon that aims for the zombie's head.
LAWNMOWER		80	2	Melee	Pushable weapon that knocks zombies over then grinds them up when hit by the blade.
LCD MONITOR		10	1	Melee	Two swing attacks.
LEAD PIPE		20	3	Melee	Impact swing attack and a heavy impact swing attack.
LEAF BLOWER			0	N/A	Blows a zombie back lightly keeping them at bay. It's inevitable, they will get you.
LEAF RAKE		25	1	Melee	Two swing attacks.
LIBERTY TORCH		25	2	Novelty	Two swing attacks.
LIQUID NITROGEN		15	1	Explosive	Swing attack and explodes when shot.
LIZARD MASK		20	0	Novelty	Put on a zombie's head to blind it.

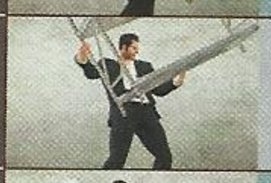
WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
LMG		200	4	Firearm	Heavy machine gun.
LONG STICK		5	2	Melee	Two thrust attacks and a heavy throw attack.
MACHETE		35	2	Melee	Fast limb slicing swing attacks.
MAGICIAN SWORD		35	3	Melee	Fast limb slicing swing attacks.
MAILBOX		30	3	Melee	Three swing attacks.
MANNEQUIN FEMALE		15	2	Melee	Two swing attacks. Breaks apart into multiple parts which are also weapons.
MANNEQUIN MALE		15	2	Melee	Two swing attacks. Breaks apart into multiple parts which are also weapons
MASCOT MASK		20	0	Novelty	Put on a zombie's head to blind it.
MASSAGER		15	1	Novelty	Impact swing attack.
MAYONNAISE		3	0	N/A	Spray a zombie to decal them white.
MEAT CLEAVER		30	2	Melee	Fast slashing swing attacks.
MEDICINE BALL		25	2	Melee	Two swing attacks.
MERC ASSAULT RIFLE		30	4	Firearm	High rate of fire with powerful shots.
METAL BARRICADE		40	3	Melee	Two swing attacks with a heavy charge push attack.
METAL BASEBALL BAT		40	3	Ranged	Projectile weapon which hits baseballs.
METAL GARBAGE CAN		20	2	Melee	Three swing attacks, break it open to try and find something useful.
MIC STAND		20	2	Melee	Thrust attack and a heavy push attack.
MILITARY CASE		20	2	Melee	Two swing attacks.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
MINING PICK		30	3	Melee	Two swing attacks.
MMA GLOVES		20	1	Melee	Four swing attacks and two heavy swing attacks. Block attacks in ranged mode.
MONEY CASE		15	2	N/A	Two swing attacks which breaks apart and rewards money. Mission only weapon.
MOOSEHEAD		40	4	Melee	Two head swinging attacks with a heavy charging attack.
MOTOR OIL		15	1	Melee	Impact swing attack, breaking the bottle will cause a oil slick on the ground that causes zombies to slip.
MUSIC DISCS		10	1	Ranged	Stackable weapon which throws one disc per attack.
MUSTARD		3	0	N/A	Spray a zombie to color them yellow.
NEWSPAPER BOX		25	3	Melee	Two swing attacks and a heavy ground attack.
NIGHTSTICK		20	3	Melee	Impact swing attack.
NOVELTY BEER MUG		20	2	Novelty	Push attack and a heavy ground slam attack.
NOVELTY CELL PHONE		10	2	Novelty	Two swing attacks and a heavy spin attack.
NOVELTY LIQUOR BOTTLE		10	2	Novelty	Two swing attacks and a heavy ground attack, when the item breaks it creates liquid on the ground that causes zombies to slip.
NOVELTY PERFUME BOTTLE		10	2	Novelty	Swing attack.
NOVELTY POKER CHIP			2	Novelty	Two swing attacks.
PADDED BLUE CHAIR		5	2	Melee	Melee weapon with one push attack and a heavy ground slam attack.
PADDLE		25	1	Melee	Two swing attacks with a heavy cross check attack.
PAINT CAN		5	2	Melee	Impact swing attack, when it breaks it causes a green color on zombies and the environment.
PAINTING		5	0	Novelty	Slam over a zombie to pin their hands at their sides preventing them from being able to attack you.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
PALLET		15	2	Melee	Two swing attacks, when it breaks apart it spawns a 2x4.
PAN		15	2	Melee	Impact swing attack, can be heated up to add a heavy burning face attack.
PARASOL		30	2	Melee	Thrust attack with a heavy running charge attack.
PATIO CHAIR		5	2	Melee	Melee weapon with one push attack and a heavy ground slam attack.
PATIO TABLE		30	2	Melee	Two swing attacks with a heavy charge push attack.
PEACE ART		6	1	N/A	Impact swing attack.
PITCHFORK		30	2	Melee	Two thrust attacks and a heavy impact and toss zombie over shoulder.
PLASTIC BIN		15	2	Melee	Swing attack and a heavy slam ground attack.
PLASTIC GARBAGE CAN		15	2	Melee	Swing attack, break it open to try and find something useful.
PLATES		20	1	Ranged	Stackable weapon which throws one plate per attack.
PLAYING CARDS		30	0	Novelty	Stackable weapon which throws a handful of cards per throw.
PLYWOOD		15	3	Melee	Three swing attacks.
POOL BALL		5	1	Melee	Jam into a zombies mouth.
POOL CUE		10	2	Melee	Thrust attacks.
POWER DRILL		50	2	Melee	Four stabbing attacks.
PROPANE TANK		25	5	Explosive	Explosive weapon that has two swing attacks.
PROTESTOR SIGN		15	1	Melee	Thrust attack with a heavy impale attack. The weapon can be impaled into a zombie's front or back.
PROTOMAN BLASTER AND SHIELD		50	4	Ranged	Single shot and charge shot. Shots explode when wearing full protoman outfit.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
PUSH BROOM		15	1	Melee	Thrust attack with a heavy cross check attack. When it breaks it spawns the broom handle.
PYLON		30	0	Novelty	Put on a zombie's head to blind it.
QUEEN		10	5	N/A	Smash a Queen to instantly kill the zombies.
RAY GUN		50	2	Ranged	Single shot. Darts stick into zombies.
REMOTE MINES		10	4	Explosive	Directional explosive. Heavy attack attaches it to a zombie's back.
ROBOT BEAR		18	0	Novelty	Two swing attacks and a heavy slam onto zombie attack. The slam attack puts the stuffed animal over top of the targeted zombie.
ROCKET FIREWORKS		5	0	Explosive	Slam in mouth attack and a heavy lob throw attack, which has Frank toss the firework rockets out in front of himself.
ROCKET LAUNCHER		50	4	N/A	Mechanical explosive projectile launching weapon. The rockets also stick into zombies if they hit. Boss reward version.
ROTATING DISPLAY		30	2	Melee	Three swing attacks.
ROULETTE WHEEL		20	3	Melee	Slam attack.
ROUND POTTED PLANT		10	2	Melee	Two swing attacks.
SANDWICH BOARD		15	2	Melee	Two swing attacks.
SAW BLADE		10	4	Ranged	Thrown slicing weapon which can go through multiple zombies the stronger Frank gets.
SCISSORS		3	1	Melee	Slam into a zombie's eyes to blind it.
SERVBOT MASK		20	0	Novelty	Put on a zombie's head to blind it.
SERVING TRAY		30	1	Melee	Impact swing attack.
SHAMPOO		1	1	N/A	Thrown weapon attack, when it breaks it causes a puddle on the ground which causes zombies to slip.
SHOPPING BOXES		10	1	Melee	Two swing attacks, break it open to try and find something useful.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
SHOTGUN		20	4	Firearm	Powerful close range gun.
SHOVEL		20	2	Melee	Light and heavy attack.
SHOWER HEAD		8	2	Melee	Slam into a zombie' s head and cause it to bleed to death.
SICKLE		35	3	Melee	Light and heavy attack.
SIX SHOOTER		60	4	Firearm	Powerful hand gun with a special heavy hip shooting attack.
SKATEBOARD		4	1	N/A	Get on it to take a ride, get the stunt magazine to be able to do a jump.
SLEDGE HAMMER		35	4	Melee	Two swing attacks and a heavy slam ground attack.
SMALL FERN TREE		10	1	Melee	Two swing attacks.
SMALL PAINTING		5	0	Novelty	Slam over a zombie's head.
SMALL POTTED PLANT		2	1	Melee	Impact swing attack.
SMALL SUITCASE		10	2	Melee	Two swing attacks.
SMALL VASE		1	3	Melee	Impact swing attack.
SNIPER RIFLE		20	5	Firearm	Second most powerful gun in the game per shot. In ranged mode the scope can zoom in and out.
SOCCER BALL		20	1	Ranged	Kick at nearby zombies, bounces into other nearby zombies.
SPACE BENCH		20	2	Melee	Has a big push attack which can clear out a large group of zombie in front of you.
SPACE HAMMER		20	1	Novelty	Light and heavy attack.
SPEAKER		15	2	Melee	Two swing attacks.
SPEAR		35	3	Melee	Two thrust attacks and a heavy throw attack.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
SPOOL OF WIRE		40	2	N/A	Two swing attacks, mission only weapon.
SPOT LIGHT		10	2	Melee	Impact swing attack.
SPRAY PAINT		10	0	N/A	Spray attack which colors zombies the color of the spray paint.
SQUARE SIGN		15	2	Melee	Four swing attacks.
STAND		30	3	Melee	Three swing attacks and a heavy ground attack.
STEEL SHELVING		30	2	Melee	Two swing attacks and a heavy charging push attack.
STEP LADDER		20	2	Melee	Three swing attacks and a heavy ground attack.
STICK PONY		10	1	Novelty	Thrust attack with a heavy impale attack. The weapon can be impaled into a zombies front or back.
STONE STATUE		30	2	Melee	Three swing attacks.
STOOL		5	2	Melee	Melee weapon with one push attack and a heavy ground slam attack.
SUITCASE		10	2	Melee	Two swing attacks.
SWORDFISH		25	3	Melee	Two thrust attacks with a heavy impale attack.
TABLE LAMP		5	1	Melee	Impact swing attack.
TENNIS BALL LAUNCHER		100	1	Ranged	Place weapon and it auto attacks.
TENNIS RACQUET		40	1	Ranged	Projectile weapon which hits tennis balls at zombies. The balls will bounce towards other nearby zombies.
TIKI MASK		15	2	Novelty	Two swing attacks.
TIKI TORCH		15	2	Melee	Thrust attack weapon with a heavy swiping attack which lights zombies on fire.
TIRE		20	0	Novelty	Put on a zombies head to blind them.

WEAPON NAME		WEAPON DURABILITY / AMMO	ATTACK DAMAGE	ACHIEVEMENT CATEGORY	DESCRIPTION
TOMAHAWK		35	2	Melee	Fast limb slicing swing attacks.
TOY HELICOPTER		25	2	Novelty	Two swing attacks and a heavy launch animation which causes the helicopter to hover in place, luring nearby zombies to it.
TOY ROCKET SHIP		10	1	Ranged	Throw item. Sticks into zombies.
TOY SPITBALL GUN		20	0	Novelty	Toy gun that shoots harmless plastic balls.
TRAINING SWORD		20	2	Melee	Four swing attacks. Block attacks in ranged mode.
TREASURE CHEST		10	3	Novelty	Two swing attacks.
UTILITY CART		60	2	Melee	Pushable weapon which has no swing attack if picked up, since it is too awkward to swing.
VACUUM CLEANER		20	2	Melee	Two Thrust attacks and a heavy cross check attack.
VELVET BAR		15	2	Melee	Two Thrust attacks and a heavy cross check attack.
VINYL RECORDS		10	0	Ranged	Stackable weapon which throws one vinyl record per attack.
WACKY HAMMER		20	0	Novelty	Impact swing attack.
WATER BOTTLE		15	1	N/A	Impact swing attack.
WATER COOLER		15	2	Melee	Three swing attacks, the water bottle will break off after a few attacks.
WATER GUN		30	0	Novelty	Novelty gun that shoots harmless water.
WHEELCHAIR		40	2	Melee	Pushable weapon that has a swing attack if picked up, while pushing it is possible to knock zombies into the chair if you hit them from behind, then dump them out by pressing the jump button.
WHIPPED CREAM		30	0	Novelty	Spray weapon which colors zombies white. The weapon can be sprayed on the ground to create a puddle that causes zombies to slip.
YELLOW TALL CHAIR		5	2	Melee	Melee weapon with one push attack and a heavy ground slam attack.
ZOMBIE MASK		20	0	Novelty	Put on a zombie's head to blind it.

COMBO WEAPONS

The sheer breadth and creativity behind combo weapons results in some of the best zombie slaying imaginable. To ensure that Frank doesn't miss out on the best killing tools available, consult the information in this section for instructions on creating and acquiring every combo weapon available.

DRILL BUCKET



COMPONENT 1	Power Drill
COMPONENT 2	Bucket
NORMAL ATK PP	250 PP
HEAVY ATK PP	N/A
DUR / AMMO	10
ATTACK DAMAGE	5

DESCRIPTION	Put on a zombies head and watch them lose their heads in the end
ACQUIRED	Acquired at level 1

BOUNCING BEAUTY



COMPONENT 1	Propane Tank
COMPONENT 2	Rocket Fireworks
NORMAL ATK PP	50 PP
HEAVY ATK PP	150 PP (by explosion)
DUR / AMMO	40
ATTACK DAMAGE	4

DESCRIPTION	Hold to place on ground. Will attract zombies and explode after a few seconds
ACQUIRED	Acquired at level 5

I.E.D.



COMPONENT 1	Box of Nails
COMPONENT 2	Propane Tank
NORMAL ATK PP	150 PP (by explosion)
HEAVY ATK PP	N/A
DUR / AMMO	40
ATTACK DAMAGE	5

DESCRIPTION	Largest explosive weapon in the game, also has three swing attacks and a heavy attack which sticks the item to the zombie's back to make it easier to pick off in a crowd.
ACQUIRED	Acquired at level 1

GEM BLOWER



COMPONENT 1	Gems
COMPONENT 2	Leaf Blower
NORMAL ATK PP	75 PP
HEAVY ATK PP	N/A
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Projectile weapon that shoots multiple gems that can slice the limbs off of zombies
ACQUIRED	Acquired at level 6

POLE WEAPON



COMPONENT 1	Push Broom
COMPONENT 2	Machete
NORMAL ATK PP	50 PP
HEAVY ATK PP	75 PP
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Slicing swing attack and a heavy slicing spinning attack
ACQUIRED	Acquired at level 1

ELECTRIC CHAIR



COMPONENT 1	Wheelchair
COMPONENT 2	Battery
NORMAL ATK PP	100 PP
HEAVY ATK PP	N/A
DUR / AMMO	60
ATTACK DAMAGE	5

DESCRIPTION	Pushable weapon which electrocutes zombies that are hit by it. Knock a zombie into it, then launch it at other zombies. The electrified zombie zaps other zombies he is thrown at. Has a swing attack if it is picked up.
ACQUIRED	Acquired at level 8

AIR HORN



COMPONENT 1	Pylon
COMPONENT 2	Spray Paint
NORMAL ATK PP	250 PP
HEAVY ATK PP	N/A
DUR / AMMO	10
ATTACK DAMAGE	0

DESCRIPTION	Use to lure zombies to your location, they don't like the high pitch sound
ACQUIRED	Acquired at level 1

BLITZKRIEG



COMPONENT 1	Merc Assault Rifle
COMPONENT 2	Electric Chair
NORMAL ATK PP	50 PP
HEAVY ATK PP	N/A
DUR / AMMO	250
ATTACK DAMAGE	5

DESCRIPTION	Driveable, heavy machine gun wielding wheelchair. High damage output with low mobility.
ACQUIRED	Acquired at level 10

WEED TENDONIZER



COMPONENT 1	Push Broom
COMPONENT 2	Knife
NORMAL ATK PP	200 PP
HEAVY ATK PP	N/A
DUR / AMMO	120
ATTACK DAMAGE	4

DESCRIPTION	Hold the attack to mow through zombies
ACQUIRED	Acquired at level 3

RIPPER



COMPONENT 1	Cement Saw
COMPONENT 2	Saw Blade
NORMAL ATK PP	50 PP
HEAVY ATK PP	75 PP
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Two limb slicing attacks and a heavy slice attack
ACQUIRED	Acquired at level 12

CRYOPOD



COMPONENT 1	Escape Pod
COMPONENT 2	Fire Extinguisher
NORMAL ATK PP	50 PP
HEAVY ATK PP	150 PP (by explosion)
DUR / AMMO	30
ATTACK DAMAGE	4

DESCRIPTION	Place on a zombie and they'll be flown around by the pod. Other zombies will be frozen if the pod flies over them.
ACQUIRED	Acquired at level 14

DEFILER



COMPONENT 1	Sledge Hammer
COMPONENT 2	Fire Axe
NORMAL ATK PP	125 PP
HEAVY ATK PP	175 PP
DUR / AMMO	60
ATTACK DAMAGE	5

DESCRIPTION	Three swing attacks, a heavy spinning attack and a jump attack
ACQUIRED	Acquired at level 24

DYNAMEAT



COMPONENT 1	Hunk of Meat
COMPONENT 2	Dynamite
NORMAL ATK PP	250 PP
HEAVY ATK PP	N/A
DUR / AMMO	10
ATTACK DAMAGE	5

DESCRIPTION	Lure weapon that nearby zombies try to pick it up. If one does the lure attribute turns off, but any of the nearby zombies will be caught in the blast.
ACQUIRED	Acquired at level 16

HAIL MARY



COMPONENT 1	Football
COMPONENT 2	Grenade
NORMAL ATK PP	250 PP
HEAVY ATK PP	N/A
DUR / AMMO	10
ATTACK DAMAGE	5

DESCRIPTION	Thrown explosive
ACQUIRED	Acquired at level 25

HELIBLADE



COMPONENT 1	Toy Helicopter
COMPONENT 2	Machete
NORMAL ATK PP	125 PP
HEAVY ATK PP	N/A
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Lure weapon which cuts of the zombies limbs if they get too close to the blades.
ACQUIRED	Acquired at level 17

ELECTRIC CRUSHER



COMPONENT 1	Sledge Hammer
COMPONENT 2	Battery
NORMAL ATK PP	125 PP
HEAVY ATK PP	125 PP
DUR / AMMO	100
ATTACK DAMAGE	5

DESCRIPTION	Smash the ground and create a large electric area of effect
ACQUIRED	Acquired at level 27

FIRE SPITTER



COMPONENT 1	Toy Spitball Gun
COMPONENT 2	Tiki Torch
NORMAL ATK PP	200 PP
HEAVY ATK PP	N/A
DUR / AMMO	40
ATTACK DAMAGE	4

DESCRIPTION	Shoot small balls of fire at zombies to light them up
ACQUIRED	Acquired at level 19

SHOCKER



COMPONENT 1	Defibrillator
COMPONENT 2	Medical Tray
NORMAL ATK PP	50 PP
HEAVY ATK PP	250 PP
DUR / AMMO	20
ATTACK DAMAGE	4

DESCRIPTION	Light attack shock zombies off their feet. A heavy attack that blows up zombies with a shocking attack.
ACQUIRED	Acquired at level 28

STICKY BOMB



COMPONENT 1	Lawn Dart
COMPONENT 2	Dynamite
NORMAL ATK PP	200 PP
HEAVY ATK PP	N/A
DUR / AMMO	5
ATTACK DAMAGE	5

DESCRIPTION	Thrown explosive that can be aimed at a zombie's head. Mimics the lawn dart throw attack.
ACQUIRED	Acquired at level 21

KNIFE GLOVES



COMPONENT 1	Bowie Knife
COMPONENT 2	Boxing Gloves
NORMAL ATK PP	150 PP
HEAVY ATK PP	150 PP
DUR / AMMO	30
ATTACK DAMAGE	4

DESCRIPTION	Four swing attacks with two heavy swings all of which can cut off a zombie's limbs. Block attacks in ranged mode.
ACQUIRED	Acquired at level 30

PEGASUS



COMPONENT 1	Stick Pony
COMPONENT 2	Rocket Fireworks
NORMAL ATK PP	100 PP
HEAVY ATK PP	250 PP (by explosion)
DUR / AMMO	10
ATTACK DAMAGE	4

DESCRIPTION	Stab into a zombie and they'll fly off to the sky—ending in a big explosion
ACQUIRED	Acquired at level 22

ROARING THUNDER



COMPONENT 1	Battery
COMPONENT 2	Goblin Mask
NORMAL ATK PP	150 PP
HEAVY ATK PP	N/A
DUR / AMMO	60
ATTACK DAMAGE	4

DESCRIPTION	Put on a zombies head to electrocute a zombie, but also activate electrical arcs to other nearby zombies.
ACQUIRED	Acquired at level 31

SUPER SLICER



COMPONENT 1	Servbot Mask
COMPONENT 2	Lawnmower
NORMAL ATK PP	100 PP
HEAVY ATK PP	150 PP
DUR / AMMO	80
ATTACK DAMAGE	5

DESCRIPTION	Slicing head weapon that has a headbutt attack and a heavy charging attack.
ACQUIRED	Acquired at level 33

INFERNAL ARMS



COMPONENT 1	Training Sword
COMPONENT 2	Motor Oil
NORMAL ATK PP	225 PP
HEAVY ATK PP	N/A
DUR / AMMO	60
ATTACK DAMAGE	4

DESCRIPTION	Four swing attacks which light zombies on fire that are hit, as well as a heavy shield charge attack. Block attacks in ranged mode.
ACQUIRED	Acquired at level 42

SPEAR LAUNCHER



COMPONENT 1	Leaf Blower
COMPONENT 2	Spear
NORMAL ATK PP	150 PP
HEAVY ATK PP	500 PP
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Mechanical projectile weapon that shoots spears and has a unique impact attack.
ACQUIRED	Acquired at level 34

SUPER B.F.G.



COMPONENT 1	Blast Frequency Gun
COMPONENT 2	Amplifier
NORMAL ATK PP	50 PP
HEAVY ATK PP	N/A
DUR / AMMO	15
ATTACK DAMAGE	5

DESCRIPTION	Most powerful gun in the game. Shoots a powerful shockwave that can take out a massive amount of zombies in one shot.
ACQUIRED	Acquired at level 44

HANDY CHIPPER



COMPONENT 1	Wheelchair
COMPONENT 2	Lawnmower
NORMAL ATK PP	125 PP
HEAVY ATK PP	N/A
DUR / AMMO	60
ATTACK DAMAGE	4

DESCRIPTION	Pushable and grinds up zombies that fall into it
ACQUIRED	Acquired at level 36

PORTA MOWER



COMPONENT 1	2x4
COMPONENT 2	Lawnmower
NORMAL ATK PP	250 PP
HEAVY ATK PP	500 PP
DUR / AMMO	35
ATTACK DAMAGE	4

DESCRIPTION	Thrust attack with a unique heavy attack.
ACQUIRED	Acquired at level 45

TESLA BALL



COMPONENT 1	Bingo Ball Cage
COMPONENT 2	Battery
NORMAL ATK PP	175 PP
HEAVY ATK PP	N/A
DUR / AMMO	80
ATTACK DAMAGE	5

DESCRIPTION	Swing attack and a heavy thrown attack which electrocutes nearby zombies for a short period each time it's activated
ACQUIRED	Acquired at level 37

DRILLER



COMPONENT 1	Power Drill
COMPONENT 2	Spear
NORMAL ATK PP	100 PP
HEAVY ATK PP	150 PP
DUR / AMMO	40
ATTACK DAMAGE	4

DESCRIPTION	Four stabbing attacks and a unique heavy attack.
ACQUIRED	Acquired at level 46

PARABLOWER



COMPONENT 1	Leaf Blower
COMPONENT 2	Parasol
NORMAL ATK PP	150 PP
HEAVY ATK PP	225 PP
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Mechanical thrust weapon with a unique heavy attack
ACQUIRED	Acquired at level 39

LIGHTNING GUN



COMPONENT 1	BFG
COMPONENT 2	Electric Prod
NORMAL ATK PP	25 PP
HEAVY ATK PP	N/A
DUR / AMMO	30
ATTACK DAMAGE	4

DESCRIPTION	Electric shot that goes through multiple zombies.
ACQUIRED	Acquired at level 48

FLAMING GLOVES



COMPONENT 1	Boxing Gloves
COMPONENT 2	Motor Oil
NORMAL ATK PP	100 PP
HEAVY ATK PP	150 PP
DUR / AMMO	20
ATTACK DAMAGE	5

DESCRIPTION	Four swing attacks and two heavy swing attacks. A good way to knock zombies away while setting them on fire. Block attacks in ranged mode.
ACQUIRED	Acquired at level 41

AUGER



COMPONENT 1	Drill Motor
COMPONENT 2	Pitchfork
NORMAL ATK PP	150 PP
HEAVY ATK PP	250 PP
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Heavy, clear out, swipe attack. It can also impale a zombie and use it to bash other zombies.
ACQUIRED	Acquired at level 49

LASER GUN



COMPONENT 1	Lightning Gun
COMPONENT 2	Laser Sword
NORMAL ATK PP	150 PP
HEAVY ATK PP	N/A
DUR / AMMO	20
ATTACK DAMAGE	5

DESCRIPTION	Shot that explodes when impacts with a zombie.
ACQUIRED	Acquired at level 50

BURNING SKULL



COMPONENT 1	Bull Skull
COMPONENT 2	Motor Oil
NORMAL ATK PP	333 PP
HEAVY ATK PP	N/A
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Worn on your head. Has three head swing attacks and a heavy charge attack that can light zombies on fire.
ACQUIRED	Watch Paddle Party Massacre film in Paradise Platinum Screens (9:00 PM)

MONEY HACKER



COMPONENT 1	Flashlight
COMPONENT 2	Computer Case
NORMAL ATK PP	50 PP
HEAVY ATK PP	N/A
DUR / AMMO	40
ATTACK DAMAGE	3

DESCRIPTION	Similar attack to a stun gun which electrocutes a zombie. The main function is to give a large amount of extra money when destroying ATM, slot and vending machines.
ACQUIRED	Sandbox - One Armed Bandit - Gold Medal

LASER SWORD



COMPONENT 1	Gems
COMPONENT 2	Flashlight
NORMAL ATK PP	75 PP
HEAVY ATK PP	150 PP
DUR / AMMO	40
ATTACK DAMAGE	5

DESCRIPTION	Three slicing swing attacks with a heavy spin attack, also has a jump attack.
ACQUIRED	Examine the Laser Knight poster in Paradise Platinum Screens

FLAMETHROWER



COMPONENT 1	Water Gun
COMPONENT 2	Gasoline Canister
NORMAL ATK PP	25 PP
HEAVY ATK PP	N/A
DUR / AMMO	30
ATTACK DAMAGE	5

DESCRIPTION	Effective spray weapon which quickly lights zombies on fire
ACQUIRED	Acquired from defeating the psychopath Slappy (Brent Ernst)

ELECTRIC RAKE



COMPONENT 1	Battery
COMPONENT 2	Leaf Rake
NORMAL ATK PP	250 PP
HEAVY ATK PP	N/A
DUR / AMMO	50
ATTACK DAMAGE	5

DESCRIPTION	Thrust attack that zaps a zombie with a powerful charge of electricity. The ensuing attack can cause the electricity to arc at other nearby zombies.
ACQUIRED	Sandbox - Lightning Never Strikes Twice - Gold Medal

BOOMSTICK



COMPONENT 1	Pitchfork
COMPONENT 2	Shotgun
NORMAL ATK PP	100 PP
HEAVY ATK PP	1,250 PP
DUR / AMMO	30
ATTACK DAMAGE	5

DESCRIPTION	Basic attack can clear out surrounding zombies when they are lined up by using the zombie that was initially impaled. The heavy attack lifts a zombie in the air shooting it until it is blown off the pitchfork.
ACQUIRED	Sandbox - Rooftop Massacre - Gold Medal

HOLY ARMS



COMPONENT 1	Training Sword
COMPONENT 2	Box of Nails
NORMAL ATK PP	150 PP
HEAVY ATK PP	225 PP
DUR / AMMO	60
ATTACK DAMAGE	4

DESCRIPTION	Four swing attack and a unique heavy attack. Block attacks in ranged mode.
ACQUIRED	Examine the Pit Viking poster inside Atlantica Casino

EXSANGUINATOR



COMPONENT 1	Vacuum Cleaner
COMPONENT 2	Saw Blade
NORMAL ATK PP	125 PP
HEAVY ATK PP	250 PP
DUR / AMMO	40
ATTACK DAMAGE	5

DESCRIPTION	Two thrust attacks and a unique heavy attack.
ACQUIRED	Reward for rescuing Wallace Hertzog, from the mission "Tape It Or Die 2"

FREEDOM BEAR



COMPONENT 1	Robot Bear
COMPONENT 2	LMG
NORMAL ATK PP	150 PP
HEAVY ATK PP	N/A
DUR / AMMO	400
ATTACK DAMAGE	5

DESCRIPTION	A sentry gun that shoots down anything that comes into its area of coverage.
ACQUIRED	Examine the Clint Rockfoot poster in front of the men's restroom in Yucatan Casino

POWER GUITAR



COMPONENT 1	Electric Guitar
COMPONENT 2	Amplifier
NORMAL ATK PP	150 PP
HEAVY ATK PP	150 PP
DUR / AMMO	40
ATTACK DAMAGE	3

DESCRIPTION	Knock down attack and a unique heavy attack that causes the zombie's head to explode from the heavy metal.
ACQUIRED	Reward for rescuing Floyd Stone, from the mission "Rock Heroes"

PADDLESAW



COMPONENT 1	Paddle
COMPONENT 2	Chainsaw
NORMAL ATK PP	125 PP
HEAVY ATK PP	N/A
DUR / AMMO	60
ATTACK DAMAGE	5

DESCRIPTION	Two swinging attacks.
ACQUIRED	Examine the Paddle Party Massacre poster in Silver Strip

SNOWBALL CANNON



COMPONENT 1	Fire Extinguisher
COMPONENT 2	Water Gun
NORMAL ATK PP	200 PP
HEAVY ATK PP	N/A
DUR / AMMO	40
ATTACK DAMAGE	0

DESCRIPTION	Gun weapon which freezes zombies hit by the freezing snowballs.
ACQUIRED	Acquired from defeating the psychopath Evan MacIntyre

BLAZING ACES



COMPONENT 1	Tennis Racquet
COMPONENT 2	Tiki Torch
NORMAL ATK PP	250 PP
HEAVY ATK PP	N/A
DUR / AMMO	40
ATTACK DAMAGE	3

DESCRIPTION	Hit flaming tennis balls into zombies, lighting them on fire, and bouncing to hit other nearby zombies.
ACQUIRED	Reward for rescuing Left Hand Lance, from the mission "Tape It Or Die 2"

SPIKED BAT



COMPONENT 1	Baseball Bat
COMPONENT 2	Box of Nails
NORMAL ATK PP	25 PP
HEAVY ATK PP	100 PP
DUR / AMMO	60
ATTACK DAMAGE	4

DESCRIPTION	Two swing attacks and a unique heavy attack.
ACQUIRED	Given the first time Frank accesses a Maintenance Room

REAPER



COMPONENT 1	Katana
COMPONENT 2	Sickle
NORMAL ATK PP	75 PP
HEAVY ATK PP	125 PP
DUR / AMMO	66
ATTACK DAMAGE	4

DESCRIPTION	Slice zombies with light and heavy attacks.
ACQUIRED	Sandbox - Double Trouble - Gold Medal

TENDERIZERS



COMPONENT 1	MMA Gloves
COMPONENT 2	Box of Nails
NORMAL ATK PP	50 PP
HEAVY ATK PP	125 PP
DUR / AMMO	25
ATTACK DAMAGE	4

DESCRIPTION	Four punch attacks followed by a kick and a unique heavy attack. Block attacks in ranged mode.
ACQUIRED	Examine the Blood Round 4 poster in Royal Flush Plaza

MOLTEN CANNON



COMPONENT 1	Tennis Ball Launcher
COMPONENT 2	Motor Oil
NORMAL ATK PP	50 PP
HEAVY ATK PP	N/A
DUR / AMMO	100
ATTACK DAMAGE	4

DESCRIPTION	Place on the ground and it will auto attack zombies setting them on fire.
ACQUIRED	Sandbox - Burn the Bodies - Gold Medal

WINGMAN



COMPONENT 1	Queen
COMPONENT 2	Nectar Juice
NORMAL ATK PP	250 PP
HEAVY ATK PP	N/A
DUR / AMMO	10
ATTACK DAMAGE	5

DESCRIPTION	A bee follows the player around killing zombies in its path.
ACQUIRED	Hidden

BLAMBOW



COMPONENT 1	Bow and Arrow
COMPONENT 2	Dynamite
NORMAL ATK PP	50 PP
HEAVY ATK PP	N/A
DUR / AMMO	10
ATTACK DAMAGE	5

DESCRIPTION	Explosive projectile weapon.
ACQUIRED	Examine the Revenginator 7 poster in the Food Court

FREEZER BOMB



COMPONENT 1	Fire Extinguisher
COMPONENT 2	Dynamite
NORMAL ATK PP	250 PP (by freezing)
HEAVY ATK PP	N/A
DUR / AMMO	20
ATTACK DAMAGE	0

DESCRIPTION	Throw this into a group of zombies, when it explodes any zombies caught in the blast will be frozen.
ACQUIRED	Examine the Dr. Brainfreeze poster on the second floor of Palisades Mall

SAW LAUNCHER



COMPONENT 1	Tennis Ball Launcher
COMPONENT 2	Saw Blade
NORMAL ATK PP	50 PP
HEAVY ATK PP	N/A
DUR / AMMO	150
ATTACK DAMAGE	4

DESCRIPTION	Place on ground and it automatically attacks zombies, slicing them in half.
ACQUIRED	Sandbox - Chop Suey - Gold Medal

ZAP N' SHINE



COMPONENT 1	Floor Buffer
COMPONENT 2	Electric Prod
NORMAL ATK PP	75 PP
HEAVY ATK PP	75 PP
DUR / AMMO	80
ATTACK DAMAGE	4

DESCRIPTION	Push through zombies and see shocking results.
ACQUIRED	Hidden

DECAPITATOR



COMPONENT 1	Boomerang
COMPONENT 2	Knife
NORMAL ATK PP	50 PP
HEAVY ATK PP	100 PP
DUR / AMMO	60
ATTACK DAMAGE	4

DESCRIPTION	Slice zombies with light and heavy attacks.
ACQUIRED	Examine the Kangaroo Apocalypse poster near the bathrooms outside of Americana Casino.

BEER HAT



COMPONENT 1	Construction Hat
COMPONENT 2	Beer
NORMAL ATK PP	50 PP
HEAVY ATK PP	N/A
DUR / AMMO	10
ATTACK DAMAGE	0

DESCRIPTION	A wearable item that you can drink from for health, be careful not to drink too fast.
ACQUIRED	Sandbox - Thirst Quencher - Gold Medal

FOUNTAIN LIZARD



COMPONENT 1	Lizard Mask
COMPONENT 2	Fountain Firework
NORMAL ATK PP	50 PP
HEAVY ATK PP	N/A
DUR / AMMO	3
ATTACK DAMAGE	0

DESCRIPTION	Put on a zombies head to lure nearby zombies to a spectacle for a long period of time.
ACQUIRED	Sandbox - Crowd Pleaser - Gold Medal

MOLOTOV



COMPONENT 1	Whiskey
COMPONENT 2	Newspaper
NORMAL ATK PP	175 PP
HEAVY ATK PP	N/A
DUR / AMMO	20
ATTACK DAMAGE	4

DESCRIPTION	Thrown explosive weapon that lights zombies on fire.
ACQUIRED	Acquired from defeating the psychopath Chuck Greene

SUPER MASSAGER



COMPONENT 1	Massager
COMPONENT 2	Leaf Blower
NORMAL ATK PP	150 PP
HEAVY ATK PP	N/A
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Launch massagers at super speed.
ACQUIRED	Examine the Massage-O-Tron 3000 poster in the South Plaza

LASER EYES



COMPONENT 1	Alien Head
COMPONENT 2	Gems
NORMAL ATK PP	150 PP
HEAVY ATK PP	150 PP
DUR / AMMO	100
ATTACK DAMAGE	4

DESCRIPTION	These lasers burn zombies.
ACQUIRED	Examine the Uranus Invaders poster in Uranus Zone.

ROCKET LAUNCHER



COMPONENT 1	Rocket Fireworks
COMPONENT 2	Lead Pipe
NORMAL ATK PP	50 PP
HEAVY ATK PP	N/A
DUR / AMMO	50
ATTACK DAMAGE	4

DESCRIPTION	Mechanical explosive projectile launching weapon. The rockets will also stick into zombies if they hit.
ACQUIRED	Acquired from defeating the psychopaths Magicians (Reed Wallbeck and Roger Withers)

PLATE LAUNCHER



COMPONENT 1	Plates
COMPONENT 2	Cement Saw
NORMAL ATK PP	100 PP
HEAVY ATK PP	N/A
DUR / AMMO	50
ATTACK DAMAGE	3

DESCRIPTION	Mechanical projectile weapon that shoots plates that slice zombies in half.
ACQUIRED	Reward from the mission "Tape It Or Die 1".

BIKE CHART

Ride and slay in style. Combo bikes give Frank the power and speed he needs to get where he's going and blast away anything in his way while getting there. To build a combo bike, Frank must take a motorcycle to the Combo Bay. The Combo Bay is a bike trailer located outside next to the entrance of the Yucatan Casino. To access the trailer, Frank must defeat Chuck Greene in the People Like Us psychopath mission.

NAME	ITEM REQUIRED	NOTES
Machinegun Bike	LMG	"Bike with machineguns attached. Ammo: 250"
Rabbit Bike	Giant Stuffed Rabbit	Bike with a stuffed rabbit attached. Zombies bounce off.
Bazooka Bike	Fireworks Bazooka	"Bike with fireworks rocket launcher attached. Ammo: 150"
Wheelchair Bike	Wheelchair	Bike with an attached wheelchair. Survivors / Co-op partners can ride in it.
Chainsaw Bike	Chainsaw	Bike with chainsaws mounted to the sides.
Red Paint	Red Spraypaint	Paints the bike Red
Blue Paint	Blue Spraypaint	Paints the bike Blue
Green Paint	Green Spraypaint	Paints the bike Green
Purple Paint	Purple Spraypaint	Paints the bike Purple
USA Paint	USA Spraypaint	Paints the bike with a USA theme (Red, White, Blue)

MAGAZINE PLACEMENT

It never hurts to soak up some knowledge, and one might just be surprised at just how much reading material there is to be found around Fortune City. Carrying a magazine in the inventory bestows Frank with certain effects depending on the content. Press the Attack button while holding a magazine to view its given effects.

STACK 'EM UP

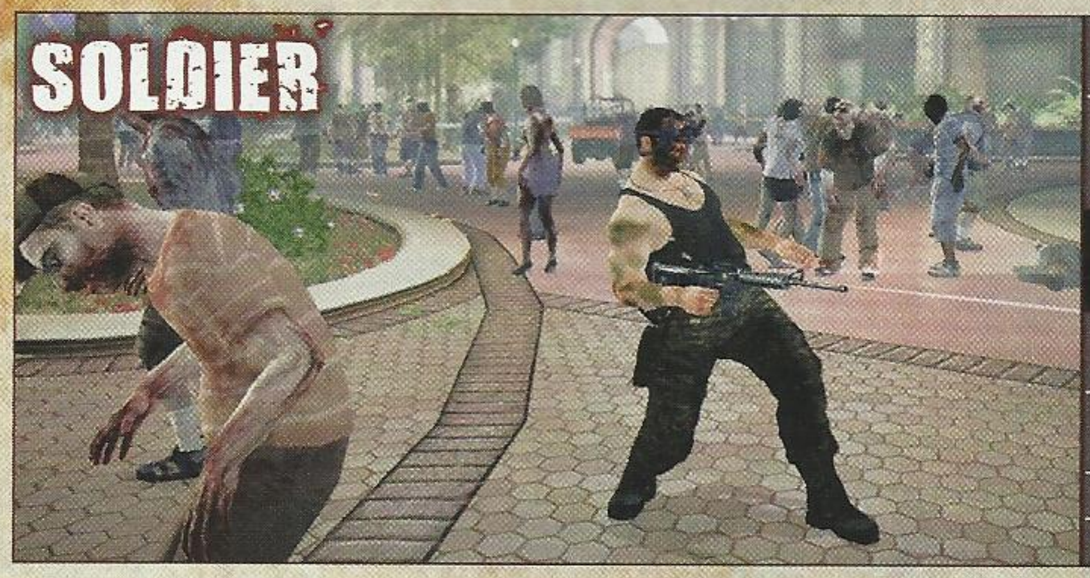
Magazines with similar effects stack on top of each other! For example, combine all three Gambling magazines to really up the odds and start raking in the cash!

LEVEL	AREA	MAGAZINE	BONUS
ARENA	Arena Security Room	Shotokan Karate Made Easy	Bare Handed +
AMERICANA	Bennie Jack's 2nd Floor	Luck You	Gambling +
	Ninja Path above the Security Room	Hangover Cures	Alcohol +
ROYAL FLUSH	Rag Mags	Leadership for Losers	Survivor Effectiveness +
	Rag Mags	Videogame Weekly	Entertainment Item +
	Rag Mags	Total Sporting Weekly	Sport Item +
	Yesterday, Today & Tomorrow	Lords of Cash	Pawnshop Item -
	Yesterday, Today & Tomorrow	Lone Blade	Edge Weapon +
SLOT RANCH	Men's Washroom	Erotica	PP bonus on Erotica Photos
	Cash Cage Security Room	Fortune Fighter	PP bonus for Weapon Kills
FOOD COURT	Hungry Joe's Pizzeria	The World Chef	Food item ++
YUCATAN	Baron Von Brathaus	Toy a Palooza	Toy item +
PALISADES	Robsaka Mobile	Shutr Crazie	PP Bonus On Photos
	Ultimate Playhouse	Stunt Devils	Skateboard +
	Stan's Large Print Books and Magazines	Dangerous People Weekly	PP bonus for Psycho Kills
	Stan's Large Print Books and Magazines	Healthy Choices	Food item +
	Stan's Large Print Books and Magazines	Basic Training Monthly	PP bonus for Weapon Kills
	Grotto 2nd Floor	Fortune City Riches	Gambling +
ATLANTICA	Atlantica Octopus Ninja Path	Top 10 Drink Mixes	Juice +
UNDERGROUND	Americana Loading Area	Undead Solutions	PP bonus for Zombie Kills
	Loading Bay Entrance	Sports! To the X-Treme	Bike Durability +
SOUTH PLAZA	Scaffolding Ninja Path, near Ultimate Playhouse	Jackhammer Weekly	Contruction Weapon +
	Hotel Lobby	Designer For Homes	Furniture Item +
PLATINUM STRIP	Theater Ninja Path	Four Wheel Fun!	4 wheel car durability +
FORTUNE PARK	Hotel Scaffolding	Spectral Talkers	PP bonus for Zombie Kills
SILVER STRIP	Luaii Wauwii outdoor bar	Armed & Awesome	PP bonus for Weapon Kills
	One Little Duck Bingo	Angel Prince	Survivor PP +
	Hot Excitorama	Erotic Playboy	Female Survivor PP+
URANUS ZONE	Fortune City Bank Security Box #304	Wealth	Gambling +
	Fortune City Bank Security Box #145	Thrifty Trader	Pawnshop Item -
	First Aid Waiting Room	Fotografr	PP Bonus on Photos

DRESSING THE PART

Outside of zombie killing and photojournalism, Frank harbors a love for crazy getups. While most clothing arrangements only affect him visually, wearing a complete set of the following outfits bestows special abilities. Note that Frank must wear every piece of the outfit to benefit from these effects. Once located, Frank can change into these pieces at any time from the locker in the safe house restroom.

SOLDIER

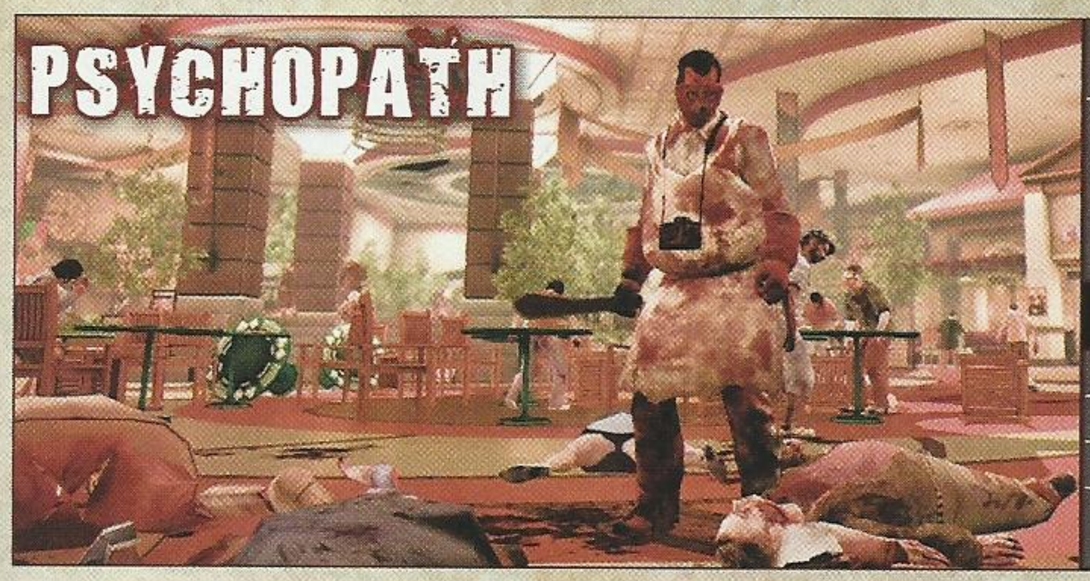


ATTRIBUTES	While donning the Soldier outfit, Frank doesn't lose accuracy while firing guns. He also has a higher chance of blowing off limbs.
RANGED ATTACKS	Frank gains increased ammo for the following weapons—handgun, Six Shooter, shotgun, LMG, assault rifle, Merc Assault Rifle, and sniper rifle. He also gains unique animation for rifles. Must wear all pieces.

Outfit Locations

SOLDIER BOOTS	Located in a box in the vacant store to the right of the Ultimate Playhouse at South Plaza's west end.
SOLDIER CLOTHES	Complete the Save the Girl…Again Achievement/Trophy (kill 1,337 zombies).
SOLDIER FACEPAINT	Located in Shank's in the Palisades Mall.
NIGHT VISION GOGGLES	Purchase in the Platinum Strip Pawnshop.

PSYCHOPATH



ATTRIBUTES	Shrug off the pain and keep on swinging. While wearing the Psychopath outfit, Frank takes reduced damage.
MELEE ATTACKS	The Psychopath outfit brings out Frank's more sadistic side, adding increased damage to the following weapons—2x4, cement saw, chainsaw, chef knife, crowbar, Fire Axe, Giant Pink Chainsaw, large wrench, machete, meat cleaver, mining pick, pitchfork, and power drill. Additionally, he gains unique heavy attacks with the meat cleaver and machete.

Outfit Locations

PSYCHOPATH BOOTS	Located in the security room in the Fortune City Arena.
PSYCHOPATH CLOTHES	Unlocked after defeating Carl in the mission Mail Order Zombrex.
PSYCHOPATH MASK	Located in the Wedding Chapel on the Silver Strip.
PSYCHOPATH HAIR	Unlocked after watching the Timeshare movie in Paradise Platinum Screens in the Platinum Strip, running from 12am to 2am.

NINJA



ATTRIBUTES	The Ninja outfit reduces the attraction distance of nearby zombies, meaning they're much less likely to notice Frank. Additionally, they have a lower chance of successfully grappling him.
MELEE ATTACKS	Frank becomes much more adept when fighting with the following weapons—katana sword, Magician Sword, broadsword, and Laser Sword. As well as opening up new attack animations, he also deals more damage when fighting with swords. Must wear all pieces.

Outfit Locations

NINJA BOOTS	Located in the Man's Sport store in the Uranus Zone.
NINJA CLOTHES	Complete the Elite Killer Achievement/Trophy (kill 1,337 zombies).
NINJA HOOD	Located in a hidden room along the Ninja path in the Royal Flush Plaza.
NINJA MASK	Located on the mannequin by the entrance to Shoal Nightclub.

SPORTS FAN



ATTRIBUTES	Like a true athlete, Frank gains an increased run speed while wearing the Sports Fan outfit, as well as immunity to sickness from consuming spoiled food or drinking too much alcohol. Additionally, food and alcohol give him more health, and gambling devices pay out more money.
SPORTS EQUIPMENT ATTACKS	Frank deals more damage when using sports equipment, including baseball bats and footballs. Bouncing weapons also find more targets before stopping. Must wear all pieces.

Outfit Locations

CLEATS	Located in SporTrance in the Royal Flush Plaza.
SPORTS FAN CLOTHES	Located in KokoNutz Sports Town in Palisades Mall.
SPORTS FAN FACEPAINT	Located at the end of the Ninja path in the Americana Casino.
SPORTS FAN HELMET	Hidden in the back room of Hot Excitorama on the Silver Strip.

PROTOMAN



ATTRIBUTES	While wearing Protoman's outfit, Frank gains additional defense through use of a Proto Shield.
ENERGY ATTACKS	Just like the real Protoman, Frank fires highly damaging energy blasts from his Arm Cannon! To reload the Arm Cannon, visit the safe house next to the lockers. It only spawns if he does not currently have it in his inventory. Must wear all pieces.

Outfit Locations

PROTOMAN HELMET	Beat Jack at strip poker in the Ante Up mission, or defeat him in Sandbox Mode. Once unlocked, find all clothing items in the safe house locker.
PROTOMAN ARMOR	Unlocked by completing The Challenge Experience Achievement/Trophy.
PROTOMAN BOOTS	Located in the Ultimate Playhouse in the Palisades Mall.
ARM CANNON/SHIELD	Unlocked by completing the Save the Girl[el]Yet Again Achievement/Trophy.

ACHIEVEMENT/TROPHY LIST

TITLE	DESCRIPTION	HOW TO	CO-OP
Photo School	Take a high PP value picture.	Take a picture worth 1,000 PP. Front page material!	Not shared: Tracked seperately for each player.
Photo Journalist	Get back in the game by gaining lots of PP from pictures.	Earn over 10,000 PP from pictures. You're back in the game!	Not shared: Tracked seperately for each player.
Adult Content	Take an extremely erotic picture.	Take an erotic picture worth 1,000 PP. If your mother knew about this...	Not shared: Tracked seperately for each player.
Mixed Messages	Take a picture with elements of horror, brutality, outtake and erotica in a single shot.	Find an erotic background, toss a headpiece over a nearby zombie and snap a photo with a survivor attacking a zombie all in the same frame. Fantastic!	Not shared: Tracked seperately for each player.
Raw Emotion	Take a photo of a survivor in a very dramatic situation.	Take a dramatic picture of a survivor worth 1,000 PP. Heartbreaking.	Not shared: Tracked seperately for each player.
Full Camera	Fill your camera's memory.	Fill the camera with 30 pictures. You could cover wars, you know!	Not shared: Tracked seperately for each player.
Nice Shot	Photograph a PP sticker.	Photograph the PP sticker in the Safe House Maintenance Room.	Not shared: Tracked seperately for each player.
Photo Album	Photograph 25 PP stickers.	Check out A Look at Fortune City on page 20 for PP sticker locations.	Not shared: Tracked seperately for each player.
Award Winning Photography	Photograph 75 PP stickers.	See Photo Album	Not shared: Tracked seperately for each player.
Making Memories	Take a picture of your co-op partner during co-op play.	Take a picture of your co-op partner. You'll both cherish this moment!	Not shared: Tracked seperately for each player.
Camera Crazy	Take a picture of a psychopath.	Take a picture of a psychopath. You can see the crazy in that one!	Not shared: Tracked seperately for each player.
BFF	Use the Snapshot skill move on a zombie.	Use the Snapshot skill move to get a picture with your new BFF! Unlocked at level 7.	Not shared: Tracked seperately for each player.
I Got A Medal!	Get a medal on a challenge in Sandbox Mode.	Get a medal on a challenge! It says "Participant" in small letters at the bottom...	Shared in co-op play.
Challenge Addict	Get at least a bronze medal on 10 different single player challenges.	Check out Sandbox Mode on page 140 for challenge info and locations.	Single Player Only
Help From My Friends	Get at least a bronze medal on 10 different co-op challenges.	See Challenge Addict	Co-op only.
The Challenge Experience	Get at least a bronze medal on all single player challenges.	See Challenge Addict	Single Player Only
More Help From My Friends	Get at least a bronze medal on all co-op challenges.	See Challenge Addict	Co-op only.
Challenge Domination	Get a gold medal on all single player challenges.	See Challenge Addict	Single Player Only
Even More Help From My Friends	Get a gold medal on all co-op challenges.	See Challenge Addict	Co-op only.
Drugged Up	Take a dose of Zombrex.	Take a dose of Zombrex. Say what you will, the stuff works.	Not shared: Tracked seperately for each player.
Save the Girl	Rescue a damsel in distress from the Twin Terrors.	Save Rebecca from the clutches of the Twins. Close enough to a white knight...	Shared in co-op play.
Save the Girl... Again	Save the damsel in distress a second time.	Save Rebecca from Sgt Boykin. She never really covered wars, you know.	Shared in co-op play.
Technological Terror	Destroy a "harvester".	Destroy a queen harvester. What hath science wrought?	Shared in co-op play.
True Colors	Defeat the mastermind of the Fortune City incident.	Defeat Stacey. The shifty eyes should have given it away!	Shared in co-op play.
Save the Girl... Yet Again	Save a damsil in distress for the third and final time.	Save Rebecca from TK. Who knows what he would have done?	Shared in co-op play.
No zombies in the vents	Unlock the secret shortcut between the Palisades Mall and Royal Flush Plaza.	Complete the Wilted Flower survivor mission.	Shared in co-op play.
Team Player	Avert a mutiny.	Complete the Snake in the Grass survivor mission.	Shared in co-op play.
Powered Up	Restore power to the Yucatan Casino.	Save Lenny Mooney after defeating Ted and Snowflake.	Shared in co-op play.
Out With the Old	Defeat the motorcycle riding psychopath.	Defeat Chuck the psychopath. Poor guy just couldn't let her go...	Shared in co-op play.
Prom Night	Kill 69 zombies.	Kill 69 zombies. Crude humor at its finest.	Not shared: Host only
Elite Killer	Kill 1337 zombies.	Kill 1337 zombies. You pwned those nubs. Chainsaws are imba. Nerf the blambow.	Not shared: Host only
Luggage Code	Kill 12,345 zombies.	Kill 12,345 zombies. That's the kind of thing an idiot would have on his luggage!	Not shared: Host only
Six Digits?!?	Kill 100,000 zombies.	Kill 100,000 zombies. The blood of the undead feeds your power.	Not shared: Host only
Dominoes	Use the Jump Kick to knock down 100 zombies.	Use the Jump Kick to knock down 100 zombies. Set them up just to watch them fall!	Not shared: Tracked seperately for each player.

TITLE	DESCRIPTION	HOW TO	CO-OP
Prestigious PP	Get over 2,000 PP from a single zombie kill.	Get over 2,000 PP from a single zombie kill. Your twisted genius knows no bounds.	Not shared: Tracked seperately for each player.
Maintaining The City	Visit 10 different Maintenance Rooms.	Visit 10 different Maintenance Rooms. Time to fix this town.	Not shared: Tracked seperately for each player.
New Hotness	Build one of the combo weapons new to Dead Rising 2: Off the Record.	Build the Weed Tendonizer (Knife and a Grass Trimmer) at the Maintenance Room in Fortune Park.	Not shared: Tracked seperately for each player.
Card Collection	Collect 20 Combo Cards.	Check out Combo Weapon on page xx for Combo Card info.	Not shared: Tracked seperately for each player.
Card Archive	Collect 50 combo cards.	—	Not shared: Tracked seperately for each player.
Hands of Doom	Unlock all skill moves.	Unlock all skill moves. Real men kill zombies with their bare hands.	Not shared: Tracked seperately for each player.
We Have A Winner!	Play a carney game and win.	Play a carney game and win. The Uranus Zone is a good place to start.	Shared in co-op play.
Best of Friends	Defeat 5 psychopaths in co-op.	Defeat 5 psychopaths in co-op. Violence strengthens the bonds of friendship.	Co-op only.
Safety Check: Failed	Use the amusment park rides to kill 10 zombies at once.	Use the amusment park rides to kill 10 zombies at once. Use Firecrackers to attract their attention in danger's way.	Shared in co-op play.
Cramped Quarters	Get 8 survivors into a vehicle.	Get 8 survivors into the clown car unlocked after defeating Evan in the Snow Job psychopath mission.	Shared in co-op play.
Party Time	Get a survivor drunk.	Hand over multiple drinks to the same survivor. Watch your shoes!	Shared in co-op play.
Puking Rally	Have a zombie slip in a puddle of vomit.	Get drunk, vomit, and then lure a zombie over it. Classy!	Not shared: Tracked seperately for each player.
Frank West: Cross Dresser	Dress up completely in women's clothing.	Dress up completely in women's clothing. No one here is going to judge.	Not shared: Tracked seperately for each player.
Purewal Memorial Cup	Don't consume any meat, dairy or alcohol until the military arrives.	Remain a sober vegan until the military arrived. Time to celebrate with steak and a cold beer.	—
Tiger Tamer	Have Snowflake attack and damage a psychopath.	Don't let Snowflake enter the Safe House until she attacks a psychopath.	Shared in co-op play.
Alpha Vs. Omega	Have Denyce attack and damage Sgt Boykin.	Don't let her enter the Safe House!. Why would you put the poor girl through all that?	Shared in co-op play.

CHANGES IN DEAD RISING® 2: OFF THE RECORD

For fans of Chuck Greene's original adventure through Fortune City, we've put together a list of the differences between the original Dead Rising® 2 and Off the Record. Enjoy!

TUTORIAL FLOW	The tutorials take a new spin, as the player is brought through more Frank-friendly gameplay. Wrestling is the main theme, and the tutorial has many photo opportunities for players to get familiar with the camera system.
FRANK WEST	Frank starts the game with several combat abilities and Combo Cards. This includes Dodge Roll and Jump Kick.
CHECK POINTS	Checkpoints! Note Checkpoints are not saved when the console is shut down, so make sure to save before finishing a session!
CASE FLOW	Case 2 is newly added, and Case 5 is a complete refresh over the Twins Case in Dead Rising 2. Case 3 allows the player to take photos of TK's crimes in progress. The Facts have been changed drastically.
SURVIVOR AI	Survivors are now more adept at fighting. They will dodge more often, and if targeting Frank, become a force to be reckoned with.
WORLD ENEMIES	Looters have been revised and play a greater threat in the early part of the game. During several parts of the storyline, mercenaries working for TK or Phenotrans are set up in new locations. A new human enemy type (encountered in Case West) is encountered during The Facts. Watch out for their weapons!
ENHANCED ECONOMY	Money plays a larger role in Dead Rising 2: Off the Record. There are also more ways to get it.
5 NEW SCOOPS	New survivors and new situations are now present.
REMOVED SCOOPS	The Scoops Workers Compensation, Shopping Spree, Stuart's Scheme, Shell Shocked and Dead or Alive have all been replaced.
NEW BOSSES	Leon from Dead Rising 2 has been replaced by none other than Chuck Greene as a psycho, and the newcomer Evan MacIntyre brings his clowning antics. Look out for a new end boss.
NEW ENVIRONMENT	The Uranus Zone brings a fresh new environment for players to explore, complete with rides to kill zombies and games to play.
NEW ITEMS	3 new food items, 10 new weapons, 13 weapons (and 5 combo weapons) from Dead Rising 2's Case West, as well as 10 brand new combo weapons can now be found in Fortune City.
NEW VEHICLE	The Clown Car appears as a new vehicle for players to cart survivors around in.
NEW CLOTHING	3 new theme park outfits have been added, as well as some Dead Rising 2 throwbacks. Look out for a new Capcom Tribute costume.
ONLINE EXPERIENCE	Now Frank can explore Fortune City with his buddy Chuck Greene when two players jump into co-op play.
NEW ZOMBIES	Wrestlers and park hostesses have entered Fortune City.
SANDBOX MODE	A new game mode. Complete with challenges for those who want structure, or just zombie fun for those who want to run around without time limits.

DEAD RISING 2
OFF THE RECORD

OFFICIAL STRATEGY GUIDE

Written by Off Base Productions

Authors Dan Noel and Jeremy Chan

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BRADYGAMES STAFF

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THE AUTHORS WOULD LIKE TO THANK:

Dan Noel:
James Manion, Amber Taylor, Josh Richardson, Ronald Gaffud and the whole Off Base crew.

Jeremy Chan:
Shirgie, Kovick, Sophie and Buster.

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